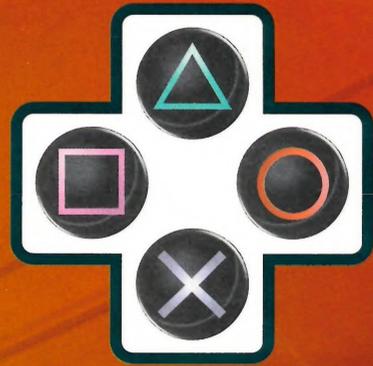


BLOOD OMEN • REBEL ASSAULT 2 • BUDGET PSX GAMES!

issue eighteen April '97

£2.95

PLAY



UK's Fastest Growing **PLAYSTATION** *Magazine!*

NEED FOR SPEED 2

**FIRST
UK
PREVIEW**

RACING SPECIAL! First look at the hottest tyre-shredding sequel on the PlayStation!

JET RIDER

FULL REVIEW of Sony's wet 'n' wild jetski racer!

PEAK PERFORMANCE

EXCLUSIVE! We test-drive JVC's brand new 28-car joyride! You will not believe it!

PSYGNOSIS

In-depth report on **SPEEDSTER**, reviews of **MONSTER TRUCKS** and **RIOT!**

NEED FOR SPEED 2

Join us for the **WORLD EXCLUSIVE** look at Electronic Arts' **20** *Need for Speed 2*. Not only do we have never-before-seen screen shots, but also an interview with the developers. Is this the best racing game on the PlayStation?

THE **BIG** GAME

5
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[WALL OF GAME]

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92 Oi, PLAY – sort it ahhhhh! Yep this is the letters section, where you get the chance to voice your opinions on the magazine, the Sony PlayStation – in fact anything you want really.

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96 Want to know the games that PLAY really rates? Then you'd better turn to Playback, where we've rated the ten best games in each genre. Sports, shoot-'em-ups, racing games – they're all there in this handy buyers' guide.

inside

PLAY

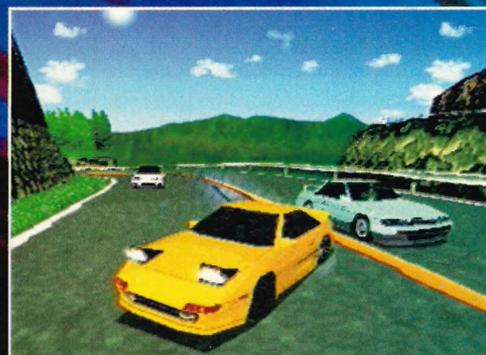
Issue Eighteen



PEAK PERFORMANCE



In depth report on an awesome new driving game from Atlus in Japan – 28 cars, massive powerslides – and we've got it!



UK's Fastest Growing PLAYSTATION Magazine!

JET RIDER

We thrash Sony's new rocket 54bike racer – and come away smiling! You will too.



PSX BUDGET RANGE!

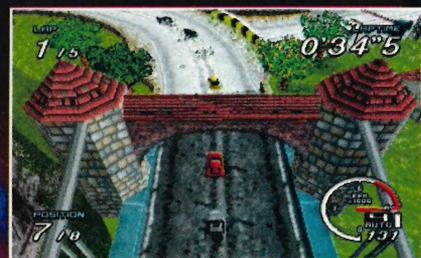
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FINAL FANTASY VII

90 We've got the FULL version!

SPEEDSTER

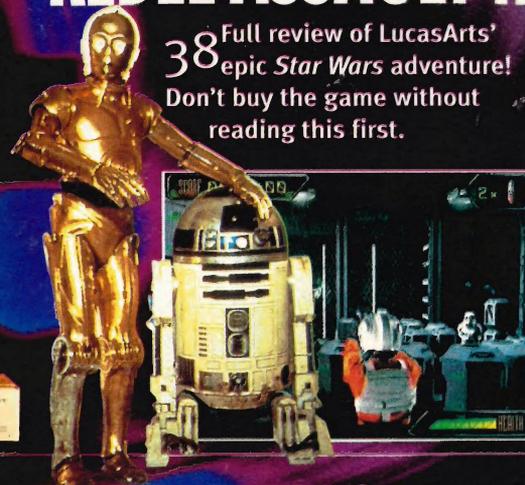
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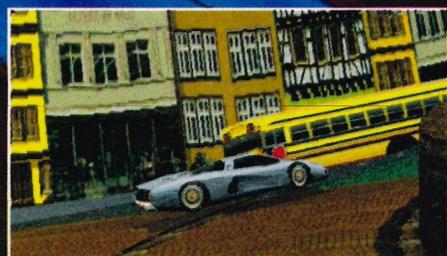
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Your first look at the latest games still in development. If it's behind closed doors, we're the ones with the battering ram!

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WIRED UP

A short preview look at the hottest games before the full review next issue. Space is tight, so only the most exciting prevail.

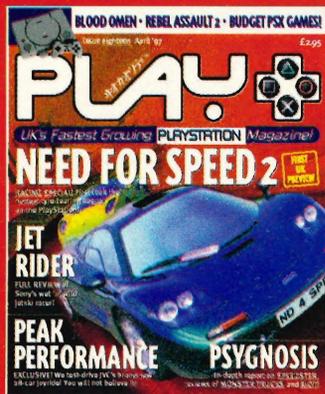
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The very latest official and import games are reviewed here by the experts – no other magazine gives you so many reviews per issue.

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A RACING special this month, prompted by the confirmation that we have a **WORLD EXCLUSIVE** in-depth report on Electronic Arts' new racing game, *The Need for Speed 2*. The original is still a firm favourite with certain members of the PLAY team and it would certainly be no exaggeration to say that there are many times during each month where we link up two TVs and race into the early hours of the morning.

But the sequel's here at last and Graeme was working right up to the deadline to bring PLAY readers the first insider knowledge. No-one else has interviewed the developers and no other magazine has a playable version of the game. Do you know how I know this? Because I am holding the only copy of the game to leave Canada. And I'm not giving it back...

But it would be a bit of a one-sided racing special if we just had *NFS2* and so we also have an exclusive Workstation on JVC'S brilliant 28-car racing game, *Peak Performance*. Again, we are the only UK magazine to see this game, and from literally weeks of testing, we can say that it is one of the most exhilarating games a petrolhead can have. Check out the report on page 30 and be prepared to be stunned by the level of detail.

And to top it all off we've got a feature on Psygnosis' new game, *Speedster*, a review of *Monster Trucks* and a review of Single Trac's *Jet Rider* (formerly *Jet Moto*). Now are you beginning to see why we've dedicated issue 18 of PLAY to the pursuit of speed?

Other hot titbits this issue is the incredible news of a PlayStation budget range (see right) and a preview of the full Japanese version of *Final Fantasy VII*. Now that's what I call PlayStation gaming...

Damian Butt
Managing editor

PLAYSTATION wired

n e w s • s n i p p e t s • r u m o u r s • h

PLAYSTATION BUDGET RANGE ANNOUNCED AT LAST! (AND IT'S GONE PLATINUM!)

SONY HAS AT LAST announced the imminent arrival of a PlayStation budget range, to arrive in the UK on Friday 7 March. Called the Platinum range and only open to the PSX's top sellers and those that have been on the shelves for some time, the first four games to be repackaged and offered at a new lower price will be *Tekken* (290,000 copies in Europe), *Ridge Racer*, *Battle Arena Toshinden* and *Air Combat*, although many others are thought to be hot on their heels, such as Psygnosis' early PSX efforts, like *Destruction Derby* and *Wipeout*. And the price? Yours for only £19.99 mate!

This is obviously great news for the 200,000+ new PlayStation owners who joined the 32-bit gaming scene at Christmas, and who missed the original games when they arrived in late '95/early '96. But many long term PlayStation owners will not be amused to learn that you can now buy official

budget games for the same price as many shops were offering the said older titles already second hand or in bargain buckets. Discounting respects no manufacturers' marques and the PlayStation, like the PC, has been exposed to many high street chains selling the latest games for up to £10 off the RRP.

The big question is whether the third party licencees will be allowed to follow suit, as the Sony budget range is clearly a move to take the sting out of the Nintendo 64 launch with its £50-80 games.

It has been mooted to PLAY that only games which have sold more than 100,000 copies in the UK will be allowed to appear on the Platinum range, but certainly older classics such as *The Need for Speed*, *Twisted Metal*, *Resident Evil* and

Assault Rigs must be in the running, especially as Sony plans to have 25-30 Platinum games by Xmas.

At the time of going to press, Sega has announced that it has no plans to introduce a similar scheme for the Saturn. More fool them.



[ABOVE] The new budget Platinum range from Sony - very old games for only £19.99. Good news for new owners, but what about the party faithful?



INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...



DAMIAN BUTT

A top month for the rest of the staff as Damian spent most of it over-seeing that accursed games machine, the N64. Don't worry though, he'll never leave the likes of *Twisted Metal 2* in a hurry. play@paragon.co.uk.



GRAEME NICHOLSON

Graeme's had the pleasure of reviewing Single Trac's *Jet Rider* this issue, as well as spending a stupid amount of time on *Peak Performance*. The crowning glory was of course interviewing the *NFS2* guys. silendo@paragon.co.uk



TOM SARGENT

Tom actually managed to break out of only doing single page reviews of cruddy products this month, with a stunning appraisal of *Rebel Assault II*. A *Star Wars* fan's dream! tomsargent@paragon.co.uk

a p p e n i n g s

HOW DO THE PLATINUM GAMES RATE TODAY?

IT'S ALL very well bunging out some of the old games at £19.99, but you've got to bear in mind that many have vastly superior sequels or maybe weren't that good in the first place. PLAY gets its nostalgia hat on and re-reviews the first six budget games.



RIDGE RACER

The classic coin-op which sold a million PlayStations. Well to be honest, RR has aged badly, but it's still decent enough fun if you've not got *Ridge Racer Revolution*. **PLAY score: 93% Now: 70-75%**



AIR COMBAT

Unfortunately this game is horribly dated and only worth a look if you're desperate to waste the cash on something you'll regret in the morning. **PLAY score: 79% Now: 42%**



WIPEOUT

A dazzling spectacle at the time, *Wipeout* has now been far surpassed by the vastly superior *Wipeout 2097*, and you can now get that for a good second hand price. **PLAY score: 94% Now: 79%**



BATTLE ARENA TOSHINDEN

This is still terrific fun and much better than the sequel which was inexplicably inferior. The precursor to *Soul Blade* (and the first weapons-based beat-'em-up), *Toshinden* is still worth a look for £20. **PLAY score: 76% Now: 75%**



TEKKEN

Time has not been kind to the original *Tekken*. Although still a solid game, it is vastly overshadowed by *Tekken 2* and *Soul Edge*, and you're better off saving for either of those. The best in the initial six though. **PLAY score: 95% Now: 82%**



DESTRUCTION DERBY

DD is a good laugh even today, and the graphics remain sharp and impressive. The main point though is that this game has a two player link-up, whereas the sequel doesn't. And now you can buy two copies for the price of one *DD2*. **PLAY score: 86% Now: 80%**

NOZIN' AROUND

NOZIN' AROUND

RUMOURS WE can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.

Apparently the latest place you can buy PlayStation hardware and software is to be Courts – the home furnishings chain featuring Bruce 'Brucie' Forsythe doing those annoying courtroom adverts. You want a PlayStation – Courts you can!

In case you were wandering, PLAY has managed to get Sony to reveal the number of PlayStation's sold in Europe to date, so feel free to laugh at France and Germany who despite having larger populations, couldn't sell as many PSXs as the UK. Here's the most up-to-date list so far: UK (700,000), France (515,000), Germany (345,000), Australasia (120,000), Norway/ Sweden/ Denmark (100,000), Spain (97,000), Italy (85,000), Benelux (80,000), Ireland (50,000) and others (108,000). So now you know. Impress friends with your incredible knowledge of the PlayStation scene.

We have heard that there is a good possibility of *Kick Off '97* coming to the PlayStation courtesy of Maxis. The game should be ready for the start of the new footy season.

Sony and Namco have allegedly started work on a computer generated film. The two companies, along with Polygon Pictures are apparently going to form a company to produce the graphics for the movie, which has a budget of \$35 million.

Finally this month, the rumour-mill has told us that *Pang* will be coming to the PlayStation soon courtesy of Capcom.

INTERPLAY PLANS FOR '97

FULL STEAM AHEAD

for Interplay UK this month as we receive news of their new releases for the whole of 1997.

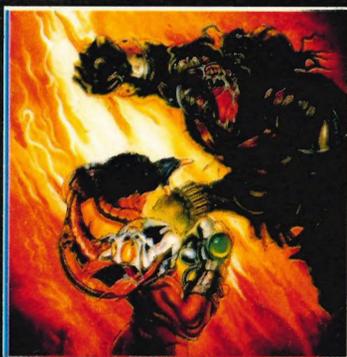
First up is the impending arrival of *VR Pool* (68%), *Tempest X* (86%), *Lost Vikings 2* and *Descent 2*. Sadly the latter were not forthcoming in time for this issue.

Caesar's World of Gambling is the PlayStation's first full-on betting game based in a 'Virtual Las Vegas.' Players can try their hand at Black Jack, Roulette, Keno, Craps, Baccarat, the big wheel and even slot machines. As in *Virtual Pool*, there is a tutorial function within the game which shows you how to play each game and is packed with useful tips on how to win. Your compare is none other than Barney Vinson, head dealer at Caesar's Palace. Expect to see this game in April, along with *VR Baseball '97* – also a first on PlayStation.

As its name suggests, *VR Baseball '97* is a polygonsied version of the sport, with well rendered motion-captured players strutting about the diamond, thwacking balls and trying to score 'homers.' The game includes over 700 major league baseball players, real teams and even authentic US stadiums. Thanks to a dynamic camera system, you are never more than a few feet away from the action and with so many clever graphical touches – could this be the game that finally gets people playing baseball it in

Europe? Maybe it really will be the World Series one day.

Interplay will also have *Clayfighter 3* (the infamous clay model beat-'em-ups hits the PSX at last) in May. *Rock 'n' Roll Racing 2* might even make it for June (no promises though) and finally *Star Trek: Starfleet Academy* is pencilled in for August, with *Wild 9's* from Shiny Entertainment slipping into September. Stay tuned for more news.



[ABOVE+ TOP] *Wild 9's* – this is all we've seen of the game but it is set to arrive in September.



[ABOVE] Trekkers beware – *Starfleet Academy* is beaming to a PSX near you in August. Logically.



[ABOVE] The beat-'em-up, *Clayfighter 3* uses real clay models which are then animated. Think of *Wallace & Gromet* with headlocks.



[ABOVE] *Descent 2* – PLAY was the first magazine to hear about it, but we may be the last to review it.



[ABOVE] Could *VR Baseball '97* successfully introduce the sport to the UK? Watch this space.

		In association with		
		ChartTrack		
Pos	GAME	DEVELOPER	PUBLISHER	PLAY SCORE
1.	DESTRUCTION DERBY	REFLECTIONS	PSYGNOSIS	82%
2.	TOMB RAIDER	CORE DESIGN	EIDOS INT	94%
3.	DIE HARD TRILOGY	PROBE	EA/FOX	93%
4.	FIFA '97	EA SPORTS	EA	70%
5.	CRASH BANDICOOT	NAUGHTY DOG	SONY	84%
6.	TEKKEN 2	NAMCO	SONY	95%
7.	COMMAND & CONQUER	WESTWOOD	VIE	79%
8.	FORMULA 1	PSYGNOSIS	PSYGNOSIS	92%
9.	VICTORY BOXING	JVC	JVC	90%
10.	RESIDENT EVIL	CAPCOM	VIRGIN	95%

EIDOS GET BOGGED DOWN (AGAIN)

TEST DRIVE: OFF ROAD has been developed by industry leviathans Eidos for a March release and adds to growing number of releases revolving around this increasingly popular genre of off-road arcade racers. Unfortunately it just missed a review in this issue, but we didn't at least get the chance for a longer playtest.

In an attempt to out manoeuvre Gremlin's *Hard-core 4x4* and Psygnosis' *Monster Trucks*, players will be able to drive like maniacs over wicked terrain and varied weather conditions in four distinct 4x4 vehicles: the Hummer, Land Rover Defender 90, Jeep Wrangler and Chevrolet K-1500 Z71. Boasting a high speed 3-D engine it allows complete freedom to explore and race over 12 tracks, each with distinct environments, including dirt, rocks, sand and snow. We've seen the demo and it runs like a cheetah; the physics of the game are excellent and we hope that a long horizon is incorporated into the final version, although this is not implemented yet and makes driving fast a hit and miss affair – literally!

Additional features will include a two player head-to-head match via a split screen and the PlayStation link cable. The final version supports up to four players in a single race with optional multi-player tournaments and full season modes.



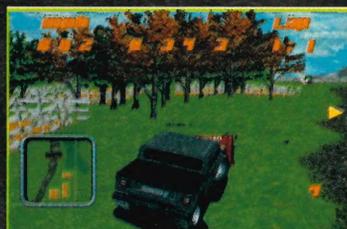
[ABOVE] A more in-depth playtest for *Test Drive: Off Road* this month.



[ABOVE] The physics of the cars is good, especially the handbrake effect...



[ABOVE] ...But at the moment it is way too fast and the terrain is filled in only about five feet in front of you.



[ABOVE] The good news is that you can flip over all the vehicles and push them off the track.

JetRider™

"SURE TO GET THE ADRENALINE PUMPING"

EGM



SONY



COMPUTER
ENTERTAINMENT



DO NOT
UNDERESTIMATE
THE POWER
OF PLAYSTATION

WHOOPS APOCALYPSE

BRUCE WILLIS IN UNCONVINCING GAMES TRANSITION SHOCKER!

Buy PLAY magazine you crazy cats...



APOCALYPSE from Activision is set to hit the PlayStation in Autumn 1997 and features the not-inconsequential talents of a certain Bruce Willis – he of *Die Hard*, *Moonlighting* and Demi Moore grappling fame. According to Activision themselves, Bruce was secured with the help of a multi-million dollar deal which includes equity in the American software giant and profit share if the game sells well. All in all it's a videogame deal the like of which has never been seen before and you've got to admire Activision for pulling it off. You don't get a much bigger crowd pleaser than Willis – let's just hope the game's as good as its star.

Apocalypse is a 3-D interactive movie featuring Willis as your partner in a world where religion and science have become competing pillars of society (nothing new there then) and the eventual aim is to take on and beat the Four

Horsemen of the Apocalypse. Willis said of the game,

"When these cats from Activision showed me the new graphics and interaction of this software on *Apocalypse*, I was blown away." Obviously Bruce was in the middle of a Seventies revival as no-one says "cats" anymore no matter how rich.

Activision Managing director Bob Dewar is also justly enthusiastic about the partnership.

"Activision is excited to present powerful new technologies that allow us fully to capture Bruce's aggressive

dynamism and create unparalleled, explosive and action-packed gameplay.

So far the screenshots show very little, other than some very nice polygon characters wandering through a deserted city, and it's difficult to see how you will interact with your partner. We do know that *Apocalypse* will utilise a new form of animation which Activision has been working on for two years.

At this early stage it is impossible to see how big a part Bruce Willis will play in the game, but Activision must be hoping for an unprecedented sales success to justify the investment. We'll have a fuller report on *Apocalypse* in a couple of months, so make sure you join us for that.



[ABOVE] Set in a ruined city, *Apocalypse* features neat polygon characters in permanent "Freeze muddy funster!" poses.



[ABOVE] *Apocalypse* looks a bit like *Quake* in multi-player mode, which is nice.



[ABOVE] Yes, it's all very nice Activision, but where's the CGI hair-meister himself, eh?



[ABOVE] We will have a full report on this and other Activision games next month.

GET YER KICKS!

FORGET FIFA and all the hype that went with it. Arguably the best footy game of last year, *Olympic Soccer*, from the Eidos Interactive is about to spawn a welcome semi sequel. Known simply as *Soccer '97*, you can expect a plethora of improvements across the board. These include the removal of a few niggling bugs which marred an otherwise splendiferous gaming experience. New features promised include: improved AI and better automatic player selection,

a choice of either Premiership or First Division clubs with all their latest signings, and new commentary by Radio 5 Live's Alan Green (with accompanying eccentricities). Yes – at last, *Olympic Soccer* without all the Olympic nonsense and some proper UK teams and players at last. We're all number one fans of the original and the prospect of a sequel is giving us strange adult feelings. In the meantime, enjoy the screenshots-fingers crossed, we'll have a full review in the next issue.



[ABOVE] Forget *Olympic Soccer* with its poncy five rings – get this with real UK teams and players.



[ABOVE] Eidos says that all dead-cert scoring chances have been removed to make it more enjoyable.

THE YEAR OF THE PSX

SONY HAS just announced its figures for the Christmas period and it looks like once again this year will be the year of the PlayStation. By 31 December 1996 2.2 million PlayStations had been sold in Europe, with 700,000 of those in the UK alone. Meanwhile, 11 million software sales were racked up in the same period, over half of which were released by third party publishing companies.

In fact demand for the PlayStation at the end of last year was so great, Sony estimates that it missed out on 100,000 sales due to lack of stock – they simply couldn't make them fast enough! And all this while the president of Nintendo, Hiroshi Yamauchi, lambasted the PSX, saying that the console "amounts to nothing," and that the games were "silly and boring." The jokes on you Hiroshi – how many N64s have you got in the UK?

MOST WANTED

You can't beat a decent platform game and what would be better on a next generation games machine than that 8-bit hero *Dynamite Dan*. A side-on platform game, *DD* was full of bright colours, bizarre enemies and hundreds of puzzles to solve. The simple action would translate to something a bit more three-dimensional and Dan's rugged good looks could prove a hit with the ladies.



WHAT A NIGHTMARE!

KALLISTO'S NIGHTMARE CREATURES EMERGES ALMOST FULLY FORMED!

SINCE its large, comprehensive preview way back in issue 13 of *PLAY*, nothing has been heard of *Nightmare Creatures*, until now! Since that time things have changed for developers Mindscape Bordeaux, as when they realised they had such a cool game on their hands, they bought themselves out from the mother company, Mindscape, and decided to go it alone, name themselves Kalisto Entertainment, and make some money.

Nightmare Creatures is a third person viewed action game, with an initially similar look to the mass-selling *Tomb Raider*, although it has substantially different gameplay to avoid being lumped in with that game as a clone. Taking to the streets of old London Town, in the year 1666 to be exact, you control either a priest named Ignacius Blackward or the spritely young wench Shirley, as you roam around slaying evil beasts of the night as you go. The plot is deep and involving, but all

you really need to understand is that a secretive organisation known as the Brotherhood of Hecate has unleashed an experimental germ into the city, hoping for a super race, but unwittingly creating a dribbling league of monsters. Wandering the spooky fog filled streets, these incredibly agile creatures lunge at you from the dark, and you must use punches, kicks, weapons and a number of items in your inventory to destroy them. There's

no doubt about it, looking at *Nightmare Creatures* you would think there might be adventure elements involved, even the most basic like finding keys for locked doors maybe, but as we were sharply told by Kalisto's PR bloke, "No, it's just a beat-'em-up." The game is moving at a lovely smooth frame rate anyway, and the fantastic gore content that accompanies the murder of the monsters is entertaining in itself.



[ABOVE] *Nightmare Creatures* has certainly come a long way since our first look in issue 13.



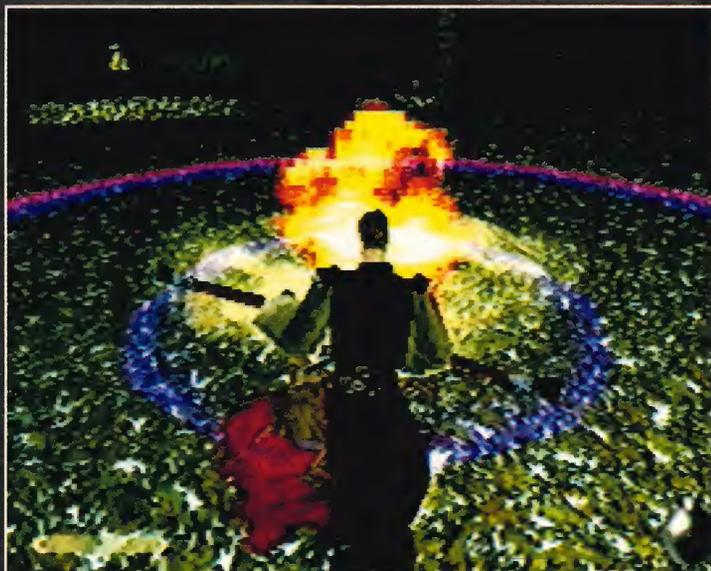
[ABOVE] Bigger and better animated monsters have been added, and there's tons of blood!



[ABOVE] Unfortunately we could only get the first graveyard level to work on the demo version.



[ABOVE] Check out these winged harpies - they are really fast and attack your face.



"COOL BOARDERS IS SUPERB".
 Mean Machines PlayStation

COOL BOARDERS

"Cool Boarders is the top one-player sports game on the PlayStation"
 PlayStation Plus 91%

57
 132 km/h

71
 111 km/h

PlayStation
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ENTERTAINMENT USA



CAT BUCANNON brings you all the news on what's hot in the land of OJ Simpson and numerous fake UFO sightings.



The new Sony controller has been unveiled to the press in America and so I thought I'd let you know what you're in for. The new analogue device

has longer grips and the undersides are more ergonomic. The new analogue stick is superb, giving perfect response and it is well placed to prevent arm ache. The L2 and R2 buttons are also angled slightly differently to give a more relaxing hold. The really good thing about the pad is that you have digital and analogue controls right at your fingertips, and can alternate between the two. In a flying game for example, you could use the analogue stick to fly whilst using the standard d-pad to control your gun sights.



[Above] Cat Bucannon - Has no time for Saturn owners...



I have also heard a rumour that developers Iguana may well be working on a PlayStation version of *Turok Dinosaur Hunter* for the N64. The game would have to be completely re-written, but the basic idea and story are enough to guarantee a hit. *Turok* features huge rendered dinosaurs which you must hunt with a large array of over-the-top weapons - some of which open out to even bigger guns when power-ups are added. There's even a nuclear weapon which fires off and then you see a mushroom cloud erupt on the horizon - breath-taking! More news on this if I can ply those Iguana guys with booze.



Here's an odd one. Electronic Arts has just signed up a new game from Realtime called *Battlestations*. Basically the gig is that you command fleets of ships and the idea is to blow the enemy out of the water - in essence it's a PlayStation version of the boys' game *Battleships*, only with enhanced 3-D graphics and sound. The multi-player option looks to have some durability, but to honest this isn't my cup of tea and I'd rather be spread out with a copy of *Soul Edge*. Ciao!

LARA LARA VOTES

WE HAD an unbelievable response to the Lara Croft movie news piece in issue 16. If you remember, we asked you, the PLAY readers, to vote on who would make the best Lara if the game was made into a major motion picture, and we also asked you to suggest some actresses we had not even considered. Well it's taken some time, but the results are finally in. The results below were compiled using a reverse points system where if you gave Sandra Bullock the top slot, for example, she would be awarded five points, compared to the fifth slot which only get one point. Competition was fierce, but in the end the favourite won by a tiny margin. Bit of a poor show for Catherine Zeta Jones though you traitorous dogs! Rather worryingly, Victoria from the Spice Girls got more votes than Sherylin Fenn, Yasmine Bleeth, Liz Hurley and Pamela Anderson. Now

that's scary. Here are the winners.

- Sandra Bullock - 11,200 points
- Terri Hatcher - 10,900 points
- Victoria (Spice Girls) - 6,200 points
- Catherine Zeta Jones - 5,400 points
- Liz Hurley - 4,200 points
- Sherylin Fenn - 1,600 points
- Pamela Anderson - 1,300 points
- Maria Whittaker - 500 points
- Yasmine Bleeth - 300 points
- Rene Russo - 300 points
- Janine Turner - 200 points



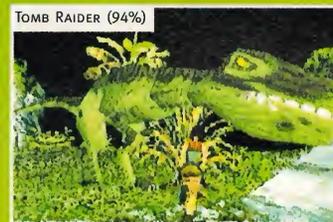
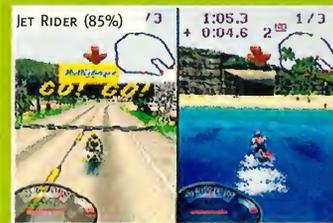
Sherylin Fenn, Yasmine Bleeth, Liz Hurley and Pamela Anderson. Now

And the list of other considerations was long and full of diverse suggestions including: Alicia Silverstone, Jennifer Aniston, Demi Moore, Nora Batty, Gillian Anderson(!), Louise from *Sleeper*, Uma Thurman, Jennifer Connelly (Graeme agrees with this one), Drew Barrymore, Kyle Minogue, Bridget Fonda, Tiffany from *Eastenders*, and our personal favourite - Ewan Donaldson's girlfriend.

Dave Higson from York wins one of the T-shirts the real life Laras were wearing at the ECTS trade show last year before we nicked it. Not washed obviously.



PLAY RECOMMENDS...



SONY'S '97 SLAM DUNK!

REGULAR readers of PLAY will have already heard of Sony's in-house sequel to the excellent *Total NBA '96*, but now we've had some new shots and the news that the game, which is almost complete as you read this, will be out at the end of March. Programmed in the same room as the imminent Porsche Challenge, *Total NBA '97* pertains to be the most complete, realistic and utter stunning basketball game ever programmed by man, and to prove the point the developers have included some special new features. You now get awards for players, texture mapped faces of EVERY NBA player slapped onto a lifelike motion captured body, and there's a new passing system which allows you to select the player you want to have the ball using a combination of a shoulder control and the regular control pad buttons. Plus *Total NBA '97* is even faster than its predecessor and features all the updated stats. If you want a basketball game and you're a bit turned off by the average reception of *NBA Live '97*, check this out. Full review next issue for definite.



[ABOVE] *Formula 1* - a great game, but marred slightly for real F1 enthusiasts.



[ABOVE] *Formula 1* - a great game, but marred slightly for real F1 enthusiasts.



FOX GET ALIEN!

THIS TIME... IT'S FOUR!

HOT NEWS from Fox Interactive is that it has announced the development of a game based on the new Alien film, *Alien4: Resurrection*. Programmed by Argonaut in the UK, exact details of the game remain unknown, as does anything new on the Rebellion title, *Alien Vs Predator*, which must rank as one of the most hotly tipped games this year. *Alien 4* is based directly on the new movie once again starring Sigourney Weaver, but this time she's a clone of the original Ripley and faces up against the aliens with new sidekick, Wynona Rider. The only thing that is clear about the game is that it will not be a first person perspective shoot-'em-up, as that would be too much like Acclaim's *Alien Trilogy*.



OVERBLOOD GETS US RELEASE WITH EA

FOLLOWING our desperate plea for a publisher for *Overblood* by Riverhill Soft, brought about because the game was unplayable in its native Japanese, we have at last heard that

Electronic Arts in America has picked it up. *Overblood* is a *Resident Evil*-style adventure which uses polygon characters should have none of that troublesome room loading. Expect a full review soon then.



[ABOVE] *Overblood* is at last to receive an English version in the next few months. That is good.

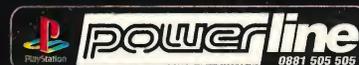


[ABOVE] Using polygons instead of sprites, the characters look very similar to those in *Sentient*.

LOST THE PLOT?

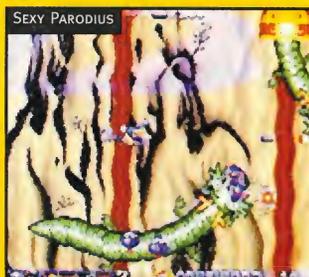
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JAPS EYE

With *Final Fantasy VII* just out in Japan (see page 90 for a last minute report – Ed), Square has made the unusual move of announcing a PlayStation version of *Final Fantasy IV* (*Final Fantasy II* everywhere else). This game is likely to be nothing more than a direct port of the Super NES game, but the reason for the strange move is to help fill in the history of the characters in *FFVII* and prevent confusion in the West. There is talk that in an effort to make the game seem more up-to-date, *Final Fantasy IV* will feature a rendered intro, but that has not yet been confirmed. The game is likely to be released in Japan in the next couple of months.



Sexy Parodius is a risqué version of the classic shoot-'em-up which has just been converted to the PlayStation here in Japan by Konami. There are doubts as to whether *Sexy Parodius* will ever get a European release due to the fact that it contains an inordinate amount of scantily clad young girls, but it's certainly worth checking out on import because there's very little Japanese text and the game is instantly playable. You get 14 characters for your money, plus a fantastic simultaneous two player mode. Expect to see a totally new next generation *Parodius* game by the end of the year.

Shock horror – I've just heard that Namco is the process of changing elements of *Soul Edge* for the American and European release – that means if you bought the game on import from over here you'll have the unexpigated version. Apparently the changes are that voice actors will be brought in to do the commentary on the endings for the Western characters (not the Japanese ones), and worst of all, the scene where you see Sophitita naked from behind as she rises from the water will be cut entirely, with the music re-edited to hide the snip. I have also heard though that some of the weapons will definitely be cut, including most of the nunchakkas and spiky ball tools. That is a big blow for all fans waiting for a complete conversion of the original.

SONY SHOCKS

SONY announced tentative release dates for its 1997 run this month and there was a shock in an otherwise impressive line-up. First up for release within the next month is *Total NBA '97*, the sequel to one of the best sports games ever written. *Epidemic* (*Kileak the Blood 2*) is also pencilled in for a March release, as is *King's Field* (the elderly Japanese 3-D RPG arrives at last!) and 2-Extreme. *Soul Blade* is due into British shops on 18 April, with *Porsche Challenge* hit on its heels and then *Rage Racer 4-6* weeks later. A little further into the year is the epic RPG *Spiral Saga* (a big one for gamers wanting some serious challenge after *Suikoden*) and new title *Roscoe McQueen* (an adventure game about a firefighter – more news soon). But of course the game that's missing is *Time Crisis* and Sony revealed to PLAY that the Namco game may not arrive until the end of the year.



[ABOVE] *Time Crisis* might not arrive until the end of the year. Bogus!



[ABOVE] But *Soul Blade*, *Porsche Challenge* and *Rage Racer* are not that far away now.

CHECK OUT THE COMPETITION

QUICK before it's too late, you better check out the latest Nintendo 64 magazine and see just what those crafty Nintendo people have up their sleeves to face the might of the PlayStation. Yes it's a shameless plug for a sister magazine, but surely if you care about next generation games you'll at least want to suss out the competition and see what they have to offer.

On sale now is 64 MAGAZINE, a brand new collectable edition of a magazine which aims to give you the lowdown on the N64 and all its software. Inside the first issue you'll find detailed specifications of the machine, a history of it and Nintendo, and 100 pages containing massive reviews and playing guides to the initial six games. Plus there's a huge preview section featuring every new N64 game to arrive in 1997 to whet your appetites.

64 MAGAZINE is out now, priced £3.95 and we urge everyone to check out this launch issue, if only to see what chance Nintendo has of taking on Sony and how the first crop of games compare to PSX stunners like *Soul Edge* and *Rage Racer*. 64 MAGAZINE is available from all good stockists or you can order it direct from Paragon Publishing by ringing (01202) 200200.



THAT'S TORN IT

BARB WIRE BECOMES A GAME - NO!

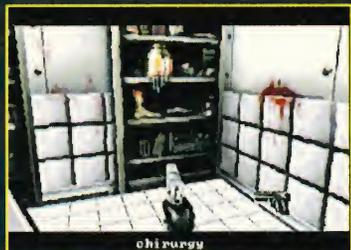
CRYO, the European developer has created a PlayStation game, *Barb Wire*, based on the film starring Pamela Anderson Lee. First impressions are quite good, with the main character sprite heavily resembling the Huge Globed One, and the game is a full 3-D adventure with you defending your town as the proprietor of the Hammerhead Bar. Viewed from above, there are plenty of chances to see Barb from all angles and we'll have a full and explorative review when GT release it here soon.



[ABOVE] The camera can be moved to any angle to view Pammy in all her glory. Well done Cryo!



[ABOVE] Viewed in a similar perspective to *Alone in the Dark*, *Barb Wire* is far more action orientated.



TOP FIVE...

GAMES THAT KEEP US PLAYING UNTIL 4 IN THE MORNING!



JUST WHAT are those games which you cannot stop playing once you've started? There aren't that many, but here's the ones that we always end up playing well into the early hours. Surely that's recommendation enough.

1. Twisted Metal 2 (co-op mode).
2. Need for Speed (link-up and split screen of course).
3. Peak Performance (unreleased).
4. Super Puzzle Fighter 2 Turbo.
5. Smash Court Tennis.

STREET FIGHTER COMPILATION PLANNED!

EXCLUSIVE NEWS from Capcom is that the PlayStation is getting a compilation package of *Street Fighter* games before the end of the year. Out of the five arcade games, it is believed that the CD will contain just three classic *Street Fighter* games, possibly *Street Fighter II: Turbo*, a *Super Street Fighter* and possibly even the original horizontally scrolling adventure (unlikey - Ed). The compilation is set to arrive in the Summer, most probably published in the UK by Virgin. We'll have a full review as soon as possible.



THOSE RELEASE DATES IN FULL

What games will be out during the time this magazine is on the shelves? We present a handy guide to new releases and those that have slipped.

FEBRUARY/ MARCH

Area 51 (GT)
 Black Dawn (Virgin)
 Blood Omen: LOK (BMG)
 Crow: City of Angels (Acclaim)
 Crusader: No Remorse (EA)
 Descent 2 (Interplay)
 Dragonheart (Acclaim)
 Epidemic (Sony)
 Excalibur 2555AD (Telstar)
 Exhumed (BMG)
 Grid Run (Virgin)

Jet Rider (Sony)
 Megaman X3 (Virgin)
 Namco Museum Vol 3 (Sony)
 PowerPlay Hockey (Virgin)
 Psychic Force (Acclaim)
 Road Rage (Konami)
 Robotron X (GT)
 Space Jam (Acclaim)
 Spot Goes to Hollywood (Virgin)
 Tempest X3 (Interplay)
 Ten Pin Alley (EA)
 Total NBA '97 (Sony)
 Twisted Metal 2 (Sony)

AND THE SLIPPERS...

GAME (PUBLISHER)

Rage Racer
 Time Crisis

WAS

March
 April/May

NOW

September
 Before Xmas

"SELL YOUR GRANNY AND PLAY TOBAL NO 1 TILL YOUR FINGERS BLEED".

Play 94%

TOBAL NO 1

"The quest mode is a superb addition to the game, and makes for some late nights as it's really tough to complete"

Mean Machines PlayStation



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

SPINE SPLINTERING!

THQ ANNOUNCE BRAND NEW KICK BOXING GAME

DUE OUT on import in March is this interesting new kickboxing game from THQ. *K-1 The Arena Fighters* is an impressive looking 3-D fighting game featuring more detail than *Victory Boxing* and a vast array of moves incorporating boxing and martial arts. The developers have gone for a wholly realistic approach to the sport, with none of the super moves associated with *Tekken 2* and *Soul Edge*, and indeed the game is based on a real Japanese tournament. We have a full

review as soon as we can get hold of a copy. Looks promising though.



[Above] THQ Kick Boxing features many different characters and hundreds of moves.



[Above] What makes this game so fun is that you use your legs as well as your fists.



[Above] A plethora of camera angles gives you plenty of chances to see those knock-outs.

AND THE WINNERS ARE...

A WHOLE GLUT of competition winners to announce this month – sorry for the delay.

I Wanna Get WIDE Boy!

The winner of a huge widescreen TV is Nicola Bradshaw from Peterborough. Four runners-up (a copy of *Crash Bandicoot*) are Robert Evanson from Crewe, John Carson from Edinburgh, G Howard from Gelli Rhondd and C Collier from Leigh.

Shoot to Thrill with Play!

Five winners (flight sticks and Predator guns) Simon Springall from Norfolk, John T McMahon from London, M Pitts from Evesham, Mr C Rowland from Norfolk, David Plummer from Southwell. Five runners-up (Predator light guns) Sanjay Shab from London, Robert Lynch from Northampton, Leon Noi from Manchester, PD McGrath from County Durham, C Dugdale from Birmingham. Five more runners-up (Control Station pads) Greg McDonnel from Liverpool, Thomas Payne from Brierlen, Martin Swindell from Glasgow, Daniel Miller from Camberly, and David Bingham from Kettering.

Surround Yourself With Sound!

Winner of the Sony DPL-VE100 surround sound system is Paul Reeve from Keresley. Five runners-up (Copies of *Formula 1*) are Anthony Greaves from London, Hamid Esfahanian from Cheadle, John Dare from Poole, Jason Treeby from Abingdon and P Jenkins from Merseyside.

I Wanna Get Pro-Pinballtastic!

Winner of a Hurricane Pinball table is S Robinson from Redditch.

Lemmings Don't Lose with Play!

The winner of a terrific hi-fi system is Lee Manning from Sheffield.

Congratulations to all our winners. Next month we'll see who's has won that much-coveted *BloodStation!*

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ISSUE [5]
Tekken 2 issue! World first look and massive feature.



ISSUE [6]
Viper and *Tunnel B1* exposed, *addidas Soccer* FREE postcards.



ISSUE [9]
Massive *Soul Edge* feature, *Wipeout 2*, *DD2*, *Project Overkill*.



ISSUE [10]
Tomb Raider exclusive look, *Crash Bandicoot* FREE sweet!



ISSUE [11]
Die Hard, *Terminator*, *Formula 1*, *Soviet Strike* – fantastic!

Back ISSUES

ISSUE [12]
Exclusive review of *SF2z*, huge Jap feature, plus *Burning Road!*



ISSUE [13]
Massive review of *Project Overkill*, first look at *Nightmare Creatures!*



ISSUE [14]
Superb *Syndicate Wars* exposé and a huge review of *Tomb Raider* and *DD2!*



ISSUE [15]
Command & Conquer, *Pandemonium*, *FIFA 97* reviewed!



ISSUE [16]
Rage Racer reviewed, *Porsche Challenge* in-depth look, *Tekken 3* news and more *RE2!*



WIN A TEN CD CAR AUTOCHANGER WITH EA!

1ST PRIZE
10 CD AUTOCHANGER
WORTH £430
COPY OF NFS2
1-18 SCALE
MCLAREN F1

PLUS COPIES OF NFS 2 AND MODEL CARS!



The Need for Speed 2 is undoubtedly one of the most eagerly awaited sequels on PlayStation, and to celebrate its imminent release, PLAY has teamed up with Electronic Arts to give away a fantastic Sony Disc Jockey - XTC200RDS, featuring:

- Autochanger unit which fits snugly in the boot of your car, where up to 10 CDs can be loaded.
- Front fascia, which operates the CD from the front of the car
- Optional joystick control
- Radio
- SSIR-EX tuner, 18FM, 6MW, 6LW station presets, RDS, CD changer with 1-Bit D/A converter, ISO connector, Detachable front panel with alarm. You will also win copies of *The Need for Speed 2* on PlayStation and 1-18 scale scale models of McLaren F1s!

To win this marvel of technology, worth £429.99, one lucky joyrider must answer the two following questions and tell us the name of the car pictured below. The need for runners-up is required as well, and those lucky punters could land themselves one of four copies of the game and also one of five scale model McLaren F1s. Get to it!

Let it be known that all entries must be written on the back of a postcard or a stuck-down envelope, together with your name and address and send it to:

I Plead to Feel the Need for Speed
Play Magazine
Paragon House
St Peter's Road
Bournemouth
Dorset
BH1 2JS

1. Who is it that we exclusively interviewed in this month's issue regarding the development of *The Need For Speed 2* on page 20?

- A. Hanno Lemke
- B. Hank E Klanke
- C. Manke Hanke

2. Which of the following locations is not in the *The Need For Speed 2*?

- A. Vancouver (Canada)
- B. Australia
- C. Bournemouth High Street (You know, near the bus station, where the road twists a bit).

3. Name the car in the picture on the right



RUNNERS UP
FOUR COPIES OF NFS2
AND MCLAREN F1 1-18
SCALE CARS!



The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers Electronic Arts may not enter. The closing date is 28 March 1997. All winners will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value than the one illustrated. No cash alternatives, sorry.

THE GAME

**AT THE END OF THE DAY
WE ALL WANT TO KNOW
ABOUT THE LATEST
PLAYSTATION SOFTWARE,
AND THERE'S NO BETTER
PLACE THAN RIGHT HERE IN
PLAY!**



20 As the centrepiece of our amazing racing special we present the first in-depth report on EA's super-sequel, *The Need for Speed 2*. Exclusive new shots from the first playable version of the game into the country, plus a unique insight into the way it was created. If you liked the original, this is an essential read. Get your motor runnin'...



GUIDE TO THE GRADES

1 We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores to make sure we get it right. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%. Here's how the scores break down...



90-100 If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.

85-89 We recommend these games as they are fun, lasting and value for money.

75-84 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are

some gameplay flaws, but nothing serious.

50-75 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

30-50 Games that should be avoided by everyone except die-hard fans of the genre and masochists.

0-30 Complete tripe. Avoid at all costs!

PLAY ICONS

These symbols are designed to give you vital information about the maximum number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.



One player
eg Project Overkill



Multiple Players
eg Tekken 2



Steering/Analogue
eg NeGcon



Multi-Tap
compatible



Mouse compatible
eg Sim City 2000



Uses a Memory Card
(for save games)



Split Screen
eg Bust-A-Move 2



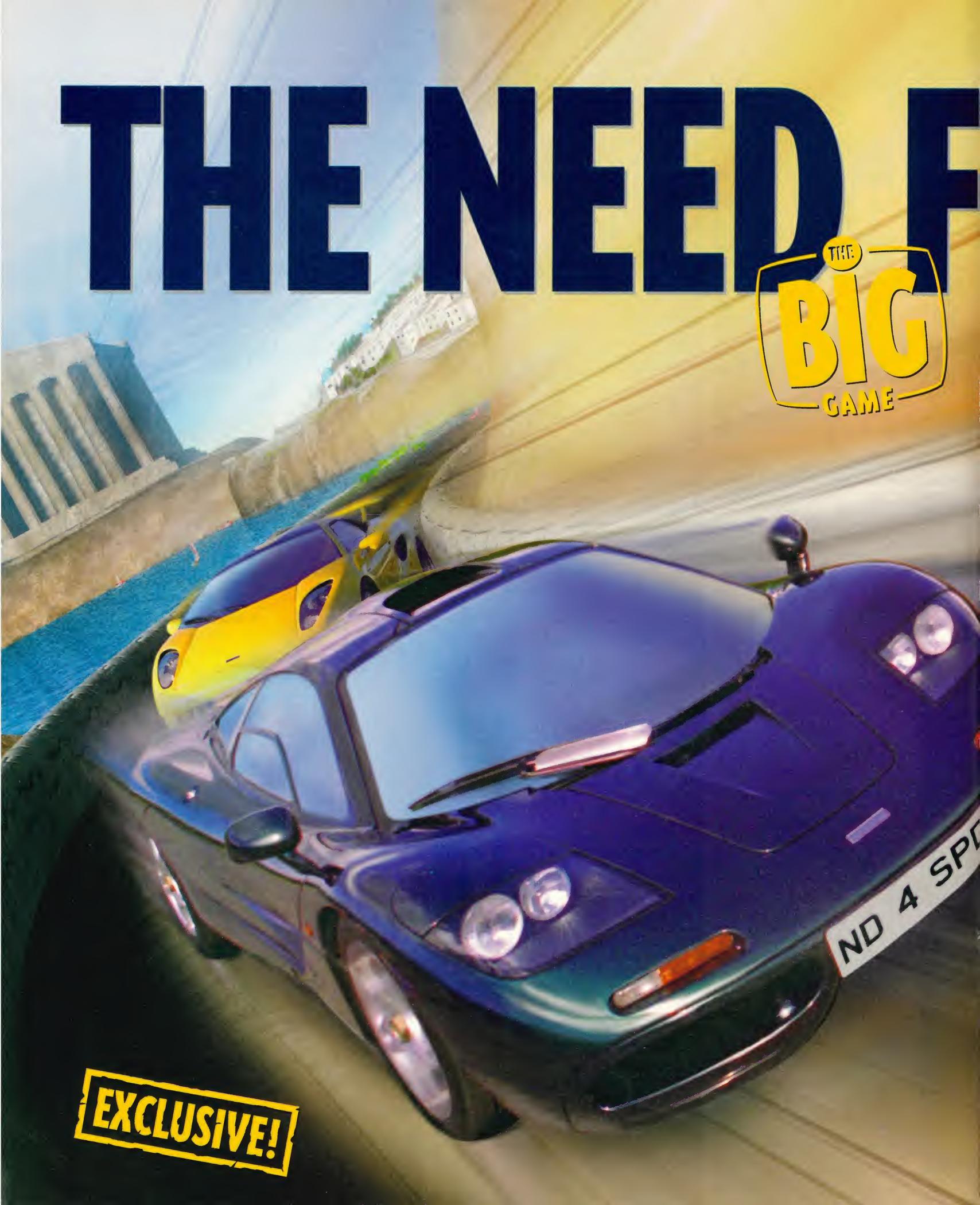
Link Cable compatible
eg Formula 1



Light gun compatible
eg Die Hard Trilogy

THE NEED FOR SPEED

THE
BIG
GAME



EXCLUSIVE!

OR SPEED 2

CAN YOU **STAND IT?** *NEED FOR SPEED* CAPTURED OUR HEARTS WHAT SEEMS LIKE **DECADES** AGO, AND **NOW** ITS SUCCESSOR IS **COMING** TO PLAYSTATION. WE TAKE YOU ON A MAGICAL TOUR OF HOW *NFS2* IS SHAPING UP.

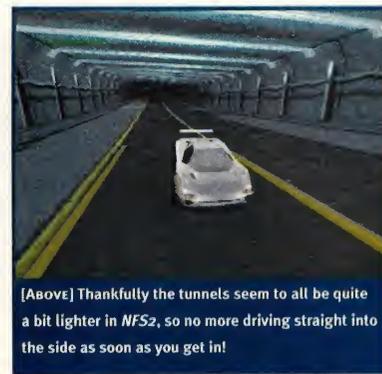
Written By Graeme Nicholson

March 29, 1996

was a special day indeed. That day, something new was on the shelves in the game stores that racing fanatics had been anticipating for some time. This day, *The Need for Speed* was finally available on the PlayStation, and later that Friday evening there was much celebration and rejoicing across the country as panting gamers started exploring the new areas of the game, eyes open wide, staring at the screen and unaware of the world around them. Little did they know, this would be a cycle that would be repeated for many nights to come.



[Above] Hitting the brakes hard gives you the glorious smoking skid marks shown here, and may just take the handling away from you that bit too quickly.



[Above] Thankfully the tunnels seem to all be quite a bit lighter in *NFS2*, so no more driving straight into the side as soon as you get in!

"The tracks and cars are more beautiful, the fastest cars on Earth..."

Widely known for being the only reason to have a 3DO in the year preceding it's PlayStation debut, *The Need for Speed* set new standards of realism and quality in the driving games scene, some of which have still not been bettered today. The action, the handling, the physics – it was all beautifully implemented, and the PlayStation version brought with it a fantastic link-up option, split screen play, and a greatly improved frame rate over the 3DO version.

Now the sequel is being developed, and over the next four pages we'll show you exactly what improvements have been made so far, and bombard you with as many new screen shots as will fit onto the paper.

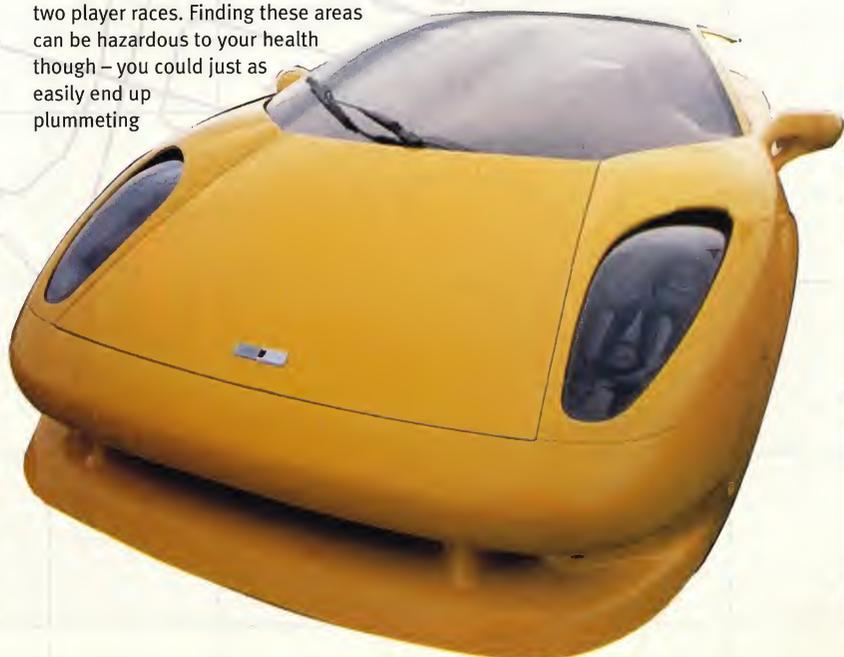
I FEEL THE NEED...

Firstly, what problems have been fixed? Well, using a whole new game engine for the creation of *Need for Speed 2* means that many things have changed in the game environment, and most of the changes are welcomed. The size of the corridor in which you could drive was often criticised for being too small, so you could only drive off the road a tiny bit before either an invisible boundary or the trackside crash barrier bounced you back onto the track. That always seemed a pity

for a game with such otherwise realistic, simulator-like attributes to be quite so sternly restricted in its freedom of movement. Clearly Electronic Arts is aware of this, and so now it is possible to bump up onto the side of the road, or even to cut hairpin corners by steering off the road, through the scenery, and back onto the road further down the track; cutting your time considerably and also providing some interesting possibilities for devious two player races. Finding these areas can be hazardous to your health though – you could just as easily end up plummeting

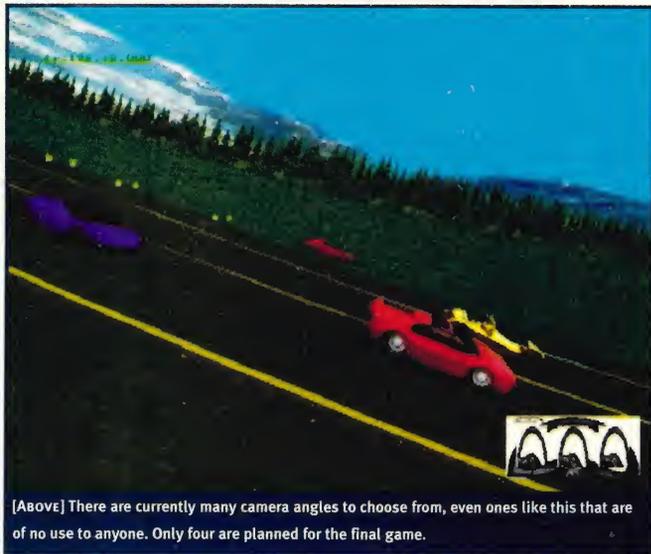
down a steep hill with the road nowhere in sight, or even off a sheer cliff!

Next, the all important two-player split screen game did suffer some bothersome loss of picture quality and detail in *The Need for Speed*, but the new design allows for 50% more polygons than the first game to be manipulated on screen at once. Coupled with the faster scenery streaming from CD,



Blueprint

Publisher: Electronic Arts
 Developer: EA Canada
 % complete: 40%
 Expected release date:
 27 March
 Origin: Canada
 No of players: 1-2



[Above] There are currently many camera angles to choose from, even ones like this that are of no use to anyone. Only four are planned for the final game.



[Above] The experimental Ford GT-90 is included in the game, along with its characteristically odd exhaust arrangement and triangular lights.



[Above] Some of the scenes you find on your travels are beautiful, like this castle. [RIGHT] The Jaguar XJ200.

playing with a friend should be generally nicer to look at with *Need for Speed 2*. Joy.

The craziest change has to be the way the crashing scenes work now. If you're using the in-car view when you hit something a bit too hard, no longer will you be switched to an external camera view to see the car twirl and spin, you'll be left inside watching the sky, ground and roadside scenery rush past the window.

DIGITALLY IMMORTALISED

The races played against the whole pack now have 12 cars, including yours, instead of the previous but perfectly adequate eight. This will hopefully have the effect that you are more likely to be with at least one car at any point on the courses, so you're not left alone for long stretches of time without anyone to wrestle with for the position.

Not every different make of car currently planned for inclusion is in the game at this time, but at the moment there is the McLaren F1, a Lotus Esprit V-8, Lamborghini Cala, Ford GT-90, Lotus Elise GT, Ford Indigo, and the Isdera Commendatore 112i. As you can probably tell, EA has gone for a decidedly European range of vehicles this time, and they have individually secured licences for each car to offer the greatest amount of authenticity possible, including every statistic and subtle nuance right down to the last inch of fibreglass. This guarantees that the little things people loved from the first game will be done just as well this time around, like the sampled engine sounds for each car, and the real dashboards and steering wheels.

THE X-MAN

While the inspiration may be geographically focused for the cars, the settings are widely varied, with tracks in many different areas all over the entire planet including Mexico, Norway, Vancouver, Nepal, Greece and Australia. This is bound to make a profound change to racing on the purely Canadian influenced tracks of *The Need for Speed*, and even though only a single country's course was complete enough to get these screen

TAKE ME AWAY

IN A LEAP OF BRILLIANCE OVER THE ORIGINAL *NEED FOR SPEED*, IF YOU GATHER ENOUGH MOMENTUM YOU CAN REALLY GET YOURSELF PRETTY FAR OFF THE ROAD. THIS IS SOMETHING THAT SIMPLY WAS NOT ALLOWED IN *NFS*, AND FRANKLY IT BOOSTS THE GAMEPLAY CONSIDERABLY. FREEDOM IS WHAT IT'S ALL ABOUT AFTER, AND NOW THE OPEN ROAD TRULY IS 'OPEN'...



shots, the attention to detail of the tracks from the first game should boost your confidence in the quality of the tracks in *NFS2*.

So, everything's looking like it's going to be another fantastic gasoline-based rush of a game, but what about those intricate details? What do the developers themselves have to say about their new baby and all its features? Read on for an exclusive, fact-packed, beans-spilling interview with project leader, Hanno Lemke.



UNDER CONSTRUCTION

PLAY TALKS TO HANNO LEMKE

PLAY IS WELL KNOWN FOR BEING FIRST WITH THE BIG EXCLUSIVES, AND THIS IS NO EXCEPTION. WE INTERVIEWED DRIVING GAMES MESSIAH HANNO LEMKE ABOUT JUST WHAT MAKES *NFS2* SO SPECIAL.

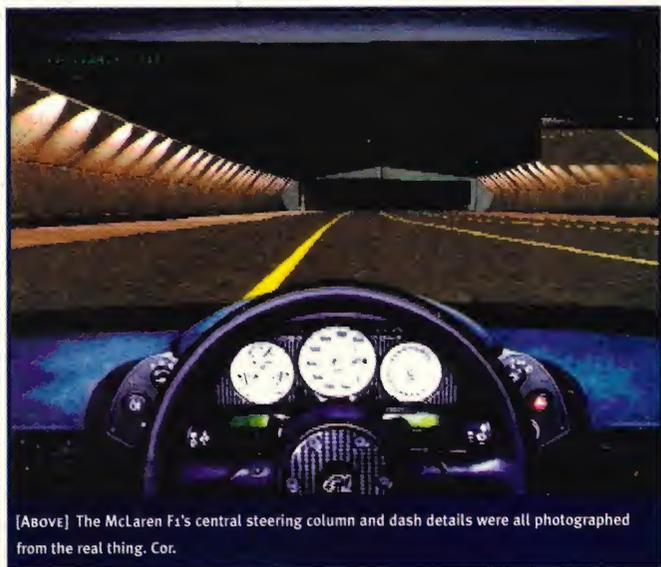
PLAY: What makes *NFS2* better than the original *Need for Speed*?
HL: 50% more polygons overall so the tracks and cars are more beautiful, the fastest cars on Earth, and licences with all these different manufacturers to make sure that we had the inside scoop and secrets of these rare autos. A totally new 3-D engine that allows you to interact more with the world tracks (drive off-roads, drive both ways on tracks, stay in car at all times). The tracks have been created to represent the locales where you are racing, for example the traffic cars are what you would expect to see in these different countries. New difficulty modes can even out the score and the new interactive music will further drive your adrenaline.

PLAY: What was your main priority when creating the game?
HL: To create a sequel worthy of the *Need for Speed* heritage and take everything to the next level.

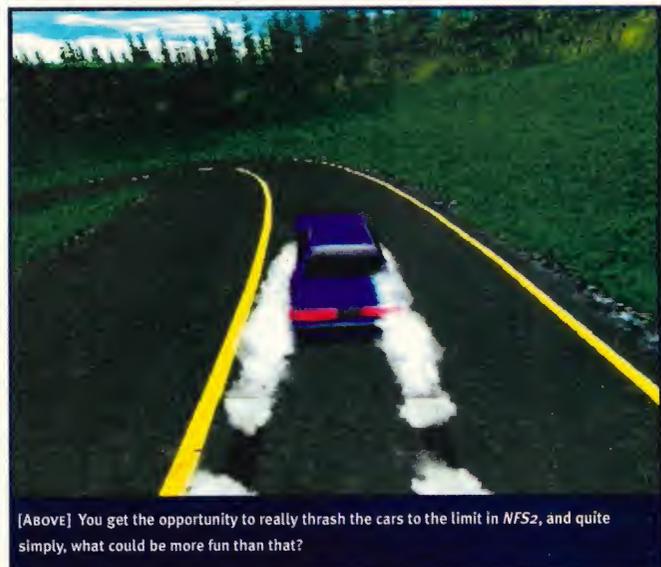
PLAY: How will the PlayStation version of *NFS2* differ from the PC one?
HL: The only key differences are that the PC version offers eight player network support, modem and direct link. Both will have split screen. The PC also offers set-up features commonly found on PC software to maximise playability for varying systems (turning detail on or off etc., for better performance on lower end machines). Other than that, they are the same.

PLAY: There WILL be a link-up option, yes?
HL: The indication we have gotten is that this is not an important feature to support if you have split-screen.

PLAY: Oh dear. I'm sure that indication is incorrect. Anyway, how many cars and tracks are in there?
HL: Eight cars, six tracks, with three racing modes.



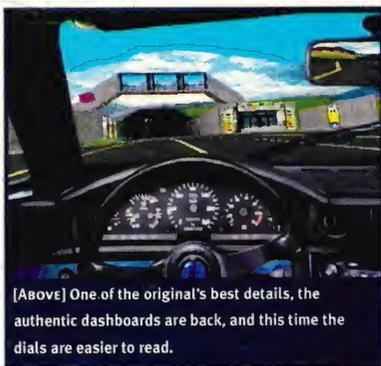
[Above] The McLaren F1's central steering column and dash details were all photographed from the real thing. Cor.



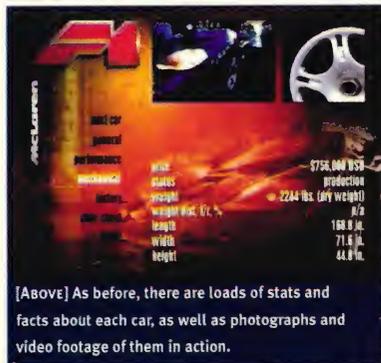
[Above] You get the opportunity to really thrash the cars to the limit in *NFS2*, and quite simply, what could be more fun than that?



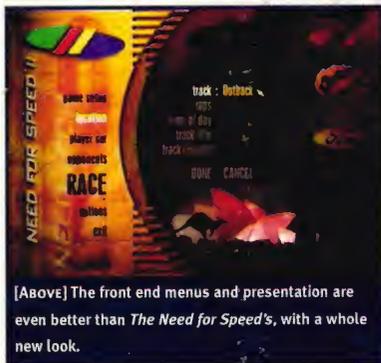
[Above] See the cute little Citroen 2CV? Ram him off the road!



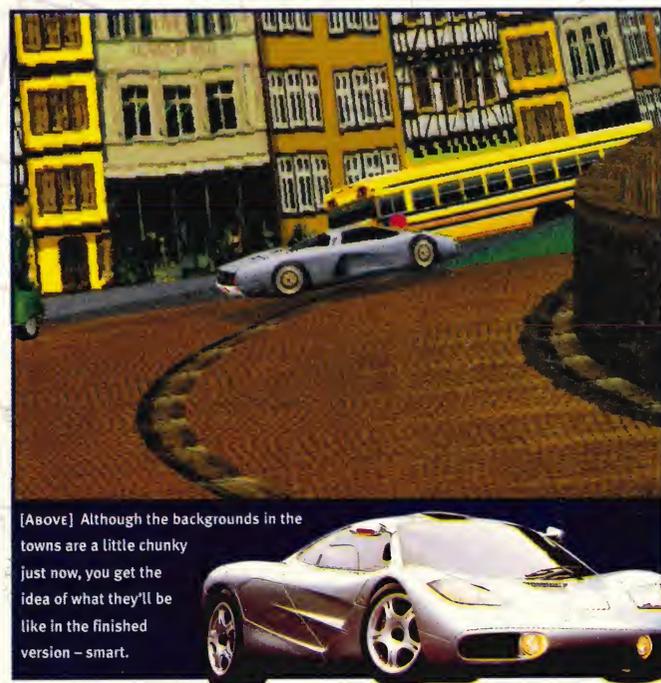
[Above] One of the original's best details, the authentic dashboards are back, and this time the dials are easier to read.



[Above] As before, there are loads of stats and facts about each car, as well as photographs and video footage of them in action.



[Above] The front end menus and presentation are even better than *The Need for Speed's*, with a whole new look.



[Above] Although the backgrounds in the towns are a little chunky just now, you get the idea of what they'll be like in the finished version - smart.



PLAY: Is it true that you can damage the cars progressively?

HL: No. Racing penalties are created through the time loss with the real crash model physics.

PLAY: Will NFS2 be more or less arcade oriented than the original PlayStation game?

HL: Essentially NFS2 broadens its appeal on both formats. Alongside the 'simulation style' of the original, NFS2 offers a new arcade mode with powerslides, easier car handling, faster paced racing... We've also included a car set-up mode to change gear ratios, steering controls, downforce, and colour to allow more control for the sim-oriented consumer.

PLAY: Can we please have the Slow, Normal, and Hard steering system available with the 3DO's digital pad?

HL: Steering sensitivity is included in the controls set-up.

PLAY: Will there be more Rally modes? We liked those.

HL: I can't get into the secrets too much at this point. One thing to note is that the different world tracks feature different driving surfaces throughout the courses that each have their corresponding handling differences.

PLAY: Is it possible to unlock extra cars and tracks?

HL: Yes.

PLAY: Where are each of the tracks set?

HL: Nepal, Greece, Vancouver in Canada, Norway, Australia, and Northern Europe.

PLAY: Will there be alternative routes on the tracks, forks in the road etc?

HL: Yes, there are hidden routes on the tracks.

PLAY: What civilian cars are included this time around?

HL: The list is long...

Citroen 2CV, Jeep Comanche, School bus, Semi, VW Van, Audi Quattro, Volvo wagon, Jeep YJ, Mercedes 500SL, VW type 3, Mazda Miata (MX5), VW Bug, Toyota Landcruiser, Army truck (unimog), and BMW 5 series. All

the vehicles are representative of the locales they appear in.

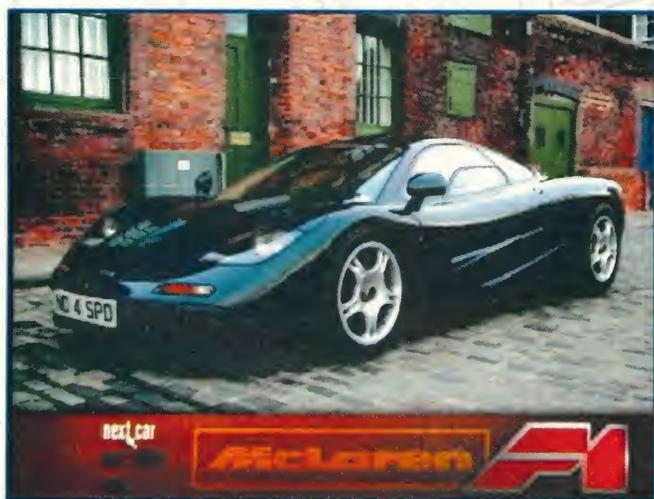
PLAY: Do you consider Porsche Challenge and others like it as your competition this time?

HL: The reality is that any racing game on the market is our competition, but NFS2 has eight unique supercars and concept cars chosen from among the fastest in the world, and relations with those manufacturers that has provided us the ability to recreate them to exacting detail. For example: on the applicable cars, the spoilers raise and lower at the correct speeds, and the wheels animate according to speed. We've also benefited from the rich racing heritage of the NFS team, all the way back to the original Test Drive which I produced. NFS2, as with the original, has incredible longevity. It's a fun game to learn but difficult to master. This title offers the greatest flexibility in regards to play style, coupling the realistic simulation mode from the original and adding the new arcade mode. Need for Speed 2 can be the one must have racer.



PLAY: Thank you.

"NFS2, as with the original, has incredible longevity. It's a fun game to learn but difficult to master..."



[Above] The Lotus Esprit V-8 looks well defined, and has all the aggressive acceleration you would expect.



TEN CARS THAT SHOULD HAVE BEEN IN NFS2...

ALTHOUGH THE NEW CARS IN THE NEED FOR SPEED 2 ARE VERY FAST, THERE ARE STILL SOME BHP BEASTS THAT THE DEVELOPERS COULD HAVE - MAY SHOULD HAVE INCLUDED IN THE GAME. HERE'S OUR DEFINITIVE WISH LIST...

1. AC COBRA
2. LAMBORGHINI MUIRA
3. MITSUBISHI 3000GT
4. FERRARI 348 SPYDER
5. NISSAN SKYLINE GT-R
6. LISTER STORM
7. TVR GRIFFITH 500
8. BMW Z3 2.8
9. PORSCHE BOXSTER
10. LOTUS SUPER 7



DON'T GO BREAKING MY DASH

FOR THE MAXIMUM REALISM INVOLVED IN *NEED FOR SPEED 2*, EVERY ELEMENT OF THE DASHBOARD HAD TO BE PAINSTAKINGLY PHOTOGRAPHED BEFORE BEING DROPPED INTO THE GAME FOR USE IN ITS EXCELLENT COCKPIT VIEWPOINT. TO KEEP EVERYTHING IN FOCUS WHEN IT APPEARS ON YOUR SCREEN, THE DASHBOARDS HAD TO BE DISMANTLED SO THAT THE CONTROLS, DIALS, MAIN DASH AND FINALLY THE STEERING WHEEL COULD BE PHOTOGRAPHED INDIVIDUALLY. THE SEPARATE ELEMENTS ARE THEN BROUGHT TOGETHER AS ONE IMAGE, EXCEPT FOR THE STEERING WHEEL IMAGE WHICH IS CUT OUT SO THAT IT CAN ROTATE INDEPENDENTLY AS YOU STEER. THE SEQUENCE SHOWN HERE IS THE MCLAREN F1'S DASH BEING DONE.



THE STEERING WHEEL, TAKEN ON A WHITE BACKGROUND FOR EASIER CUTTING OUT.



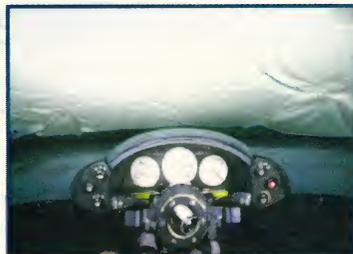
THE LEFT DASH CONTROLS, PHOTOGRAPHED CLOSER THAN THEY WILL APPEAR FOR SHARPNESS.



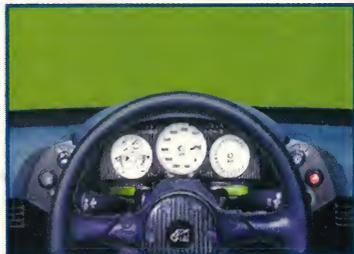
THE REVS COUNTER, SPEEDOMETER AND OTHER GAUGES WERE ALL PHOTOGRAPHED SEPARATELY.



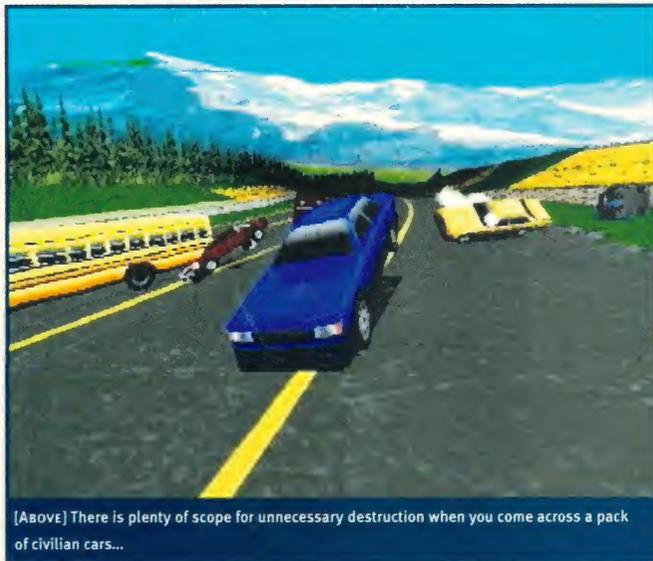
A FULL SHOT OF THE DASH, WITH THE SHEET ON THE WINDOW FOR CONTRAST WHEN CUTTING OUT.



TO GET THE BEST POSSIBLE COMPOSITE PICTURE, THE DASH WAS TAKEN WITH A FLASH TOO.



HERE IS THE FINISHED COMPOSITE IMAGE, WITH EACH ELEMENT CUT OUT AND OVERLAYED.



[ABOVE] There is plenty of scope for unnecessary destruction when you come across a pack of civilian cars...

CHOICES, CHOICES...

AS YOU CAN TELL FROM OUR RACING SPECIAL ISSUE, THERE ARE QUITE A FEW NEW CAR RACING GAMES APPEARING ON THE MARKET FAIRLY CLOSE TOGETHER ON THE CALENDAR. THEY'RE ALL AFTER ONE THING - YOUR CASH - SO WE HAVE DONE A FEATURES ROUND UP TO LET YOU SEE WHICH YOU MAY BE MOST INTERESTED IN.

	NFS2	PORSCHE CHALLENGE	SPEEDSTER	PEAK PERFORMANCE
NO. OF CARS	8	1	~13	28
REAL CRASHES	YES	NO	YES	NO
LINK OPTION	TBA	NO	NO	YES
DRIVER	NO	YES	NO	YES
TUNING	YES	NO	NO	YES



SOFTOGRAPHY

Need for Speed (PSX, PC, GDO)
FIFA (Everything)



SPEEDSTER

UNDER CONSTRUCTION

WHAT MERGES *THE NEED FOR SPEED* WITH *MICRO MACHINES* BUT CLAIMS TO BE FASTER AND SLICKER THAN BOTH? **PSYGNOSIS** THINKS IT HAS THE ANSWER.

Clockwork Games

is the developer you've never heard of. Tucked away under the Psygnosis banner, they are a dedicated band of 11 people (six programmers and five artists) who have been busily creating a brand new racing game called *Speedster* for the PlayStation since the completion of *3D Lemmings* on PC; their first project.

"Oh no, not yet another racing game – think of something original" you may well moan, but hold on, this isn't an identi-kit *Ridge Racer* clone, or something that came from the same mould as *The Need for Speed*, it's more like *Micro Machines V3*, but with real cars instead of toys and the sort of manic track layouts that you used to make with Scalextric if you added all your mates' kits together. This could be fun with a capital "F."

Blueprint

Publisher: Psygnosis
 Developer: Clockwork Games
 % Complete: 80%
 Expected Release Date: 25 April
 Origin: UK
 No of Players: 1-2

KEANU REEVES

The main difference between *Speedster* (named after one of the first Porsche marques) and most other games of this ilk on PSX is the viewpoint and how you can manipulate it. In *Micro Machines* you play the game from more-or-less

straight above the cars, and despite camera rotations, it stays constant throughout. In *Speedster*, you can control the distance between the cars and your viewpoint and thus have it as close or as far away as you prefer, as the developers themselves explain.

"This meant the courses had to look good from any angle, so we couldn't get away with the tricks lots of other racing games use. Trees for example couldn't be just a texture on a single polygon because when the view point was set above it would just disappear. We had to design the courses so a view from any angle would look realistic."

But the really exciting prospect is the chance to get hold of all those tiny cars and fling them around fantastically detailed courses. The cars in *Speedster* come into two distinct groups: High Performance (hot hatches, Ferraris, stock cars, Porsches etc) and Heavy Metal (dune buggies, 4x4 trucks, jeeps, hum-vees – the sort of things you wouldn't expect to see racing each other). This not only gives you tremendous freedom of

"We managed to achieve an exact replica of the one player game in split screen, even though the game has to render twice the amount of data."



[Above] In the close up view, *Speedster* still looks good, but compared to the likes of *NFS2* and *Monster Trucks*, it is unrefined. The game runs at 25fps regardless of the view though, which is certainly impressive.

THE CAR'S THE STAR

WELL IT WOULDN'T BE A RACING GAME WITHOUT CARS, AND HERE'S A SELECTION OF THE THROBBLING MOUNTS YOU CAN CHOOSE IN *SPEEDSTER*.

HIGH PERFORMANCE



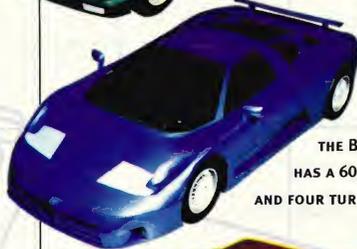
THE TOYOTA SUPRA TURBO IS A STUNNING ALL-ROUNDER AND THE MOST GORGEOUS JAPANESE SPORTS CAR AVAILABLE, ESPECIALLY WHEN PAINTED IN B*STARD BLACK.



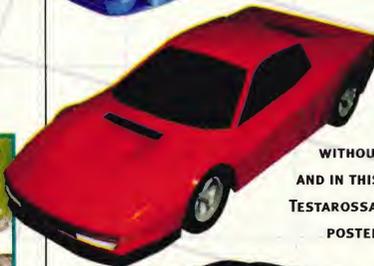
THE VENERABLE OLD PORSCHE 911, SEEN HERE IN ITS PREVIOUS GENERATION FORM IS A HANDFUL IN THE BENDS DUE TO ITS REAR ENGINE.



SPORTY GERMAN FIVE DOOR SALOON, MOST PROBABLY A BMW 325i. DECENT FUN, BUT A BIT OUT-CLASSED BY SOME OF THE OTHERS HERE. SOUND HANDLING THOUGH.



STUPIDLY EXPENSIVE AND OVER-ENGINEERED, THE BUGATTI EB110 HAS A 60 VALVE ENGINE AND FOUR TURBO CHARGERS! VERY FAST.



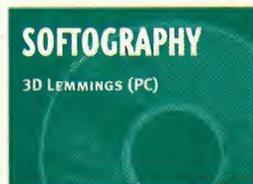
NO RACING GAME WOULD BE COMPLETE WITHOUT A FERRARI, AND IN THIS CASE IT'S A TESTAROSSA; AN ATHENA POSTER FAVOURITE.



THE VW CORRADO VR6 IS A STUNNING LITTLE POCKET ROCKET WHICH HANDLES WELL AND SHOULD OUT-PERFORM ALMOST EVERYTHING ELSE.



THIS GUY DOESN'T CARE WHETHER HE DENTS HIS CAR BECAUSE THAT'S WHAT IT WAS BUILT FOR. THIS HAS A HUGE V8 ENGINE AND GOES LIKE STINK.



[Above] As the game was meant to be played. You can zoom the view in or out at any time, although this high view is the most fun. In fact it's very reminiscent of the old *Spy Hunter* coin-op.



[Above] You don't get scenery as pretty as this in most games. And because of the great track layout, you just know that you're going to be driving over that viaduct.



[Above] It wouldn't be a racing game these days unless it had at least one snow section. Expect lurid tailslides and plenty of four wheel drive action.



[Above] Well it wouldn't be a Psygnosis game without enough lens flare to give you a permanent squint (© Nicholson). *Speedster* lets you race many different vehicles all at once.



choice, but it means that different driving skills are required to win. You try piloting an earth-mover around a hairpin on only two wheels – it isn't easy.

SANDRA BULLOCK

Whereas other racing games seem to be full of compromises – *NFS* has only eight cars, *JVC's* game does not have realistic crashes – *Speedster* gives you the lot, and doesn't spare the horsepower! For a start, all vehicles crash in a realistic manner...

"It is possible to clip the rear or front of a vehicle and watch it spin out of control.

We have made every effort to make *Speedster* as realistic to watch as



**THE CAR'S THE STAR
HEAVY METAL**



THIS IS FAVOURED TRANSPORT FOR MILITARY PERSONNEL AND JOHN TRAVOLTA IN *BROKEN ARROW*. VERY ARMoured, VERY TOUGH, VERY SLOW.



SADLY WITHOUT THE TRAILER, THIS CAB BOASTS AN 8 LITRE TURBO DIESEL ENGINE THAT CAN TAKE IT FROM ZERO TO SIXTY AS QUICKLY AS THE FERRARI.



ONE OF THE FEW FOUR WHEEL DRIVE ENTRANTS, THE MITSUBISHI SHOGUN IS ONE OF THE WORLD'S FAVOURITE OFF-ROAD PEOPLE CARRIERS.



SAY THAT LOOKS LIKE FUN. THIS LITTLE DUNE BUGGY IS INCREDIBLY FAST AND NIMBLE, BUT ALSO VERY LIGHT, WHICH MEANS IT CAN BE SHUNTED EASILY.



THIS MONSTER TRUCK HAS OBVIOUSLY ESCAPED FROM THE OTHER PSYGNOSIS GAME, BUT IT'S MANY GEARS AND HUGE TYRES ARE PERFECT FOR THIS GAME.



[ABOVE] A tight bend and the whole pack skids onto the grass. From here you can make out a jeep, pick-up truck, 4x4 people carrier and even a military hum-vee. Not sure about the "GoodDay tyres" sign though.



possible. If you hit other vehicles they will drive more aggressively, block and ram you. They also act this way between themselves, for example you can be driving at the back of the pack when a car in front will ram another and you will see them spin off the track."

And apart from a wide choice of cars, you must choose from eight totally different tracks, a bonus track and of course the widely known reverse track idea first used in *Ridge Racer*. Also remember that each track is fully rendered in 3-D, and so you will often see it spiralling above you way before you actually reach that section. there's even scope for waiting on a cliff-top road until you see your opponent(s) and then planning an ambush. Banked corners, plunging valleys, jumps, pits – this game has it all, and like *Supersonic Racers*, there are sections where only seat-of-the-pants driving will prevent you from careering off the edge.

Graphically the game is full of subtle touches, such as when you're driving through the city at night, each lamppost gives off a glow which illuminates the immediate area, and your car is lit up for a split second as you flash by. Every object is also light sourced, so that shadows and reflections change depending on your position in relation to the sun. The game runs at 25fps on the PAL TV standard and this is more than enough to make your palms sweaty.

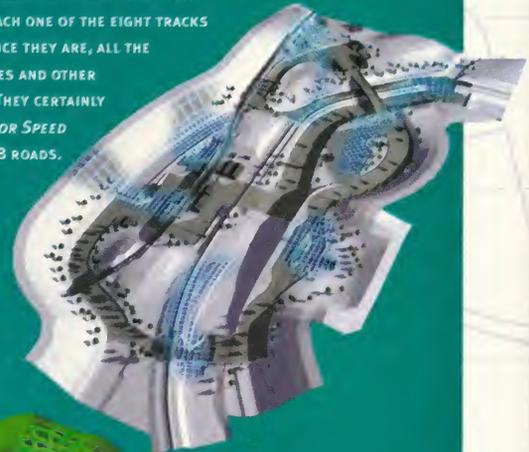
DENNIS HOPPER

Of course Clockwork Games has not made the classic mistake of making a playable game and then leaving out the two player fun, and so a split screen mode has been included. To make the most of what is bound to become much-fraught two player races, the tracks have been designed to give maximum scope for fun, with some sections thinning to allow only one car through at a time. This means you battle it out right to the end, and then one of you must chicken out and slam on the brakes. Has the split screen option affected the frame rate though?

SCALEXTRIC OR TCR?

WHEN WE FIRST OPENED UP THESE GRAPHICS FILES OF THE TRACKS IN *SPEEDSTER* WE WERE MIGHTILY IMPRESSED. NOT ONLY DO THEY SHOW THE INCREDIBLE LENGTH AND VARIETY OF THE GAME, BUT YOU CAN ALMOST HEAR THE SOUND OF SCREECHING TYRES AS THE MANY CARS HURTLE AROUND EACH OF THEM. ARE THE CLOCKWORK GAMES TEAM SIMPLY FRUSTRATED SCALEXTRIC PLAYERS WHO CANNOT PLAY WITH THEIR OLD CARS FOR FEAR OF BEING LAUGHED AT? WE THINK SO, HOW ELSE COULD THEY HAVE COME UP WITH SUCH STUPIDLY NUTTY TRACKS? EVIDENTLY, EACH TRACK IS PENCIL DRAWN AND THEN MODELLED IN A SOFTWARE PACKAGE CALLED SOFTIMAGE ON A SILICON GRAPHICS WORKSTATION. THIS RENDER IS THEN IMPORTED INTO THE TEAM'S OWN TRACK EDITOR WHERE THE EDGES ARE DEFINED AND THE CARS CAN BE DRIVEN AROUND DURING THE TESTING PHASE. THE TEAM SPENT MANY HUNDREDS OF HOURS TESTING EACH ONE OF THE EIGHT TRACKS UNTIL THEY ARE PERFECT, AND ONCE THEY ARE, ALL THE FRIPPERY, SUCH AS TREES, HOUSES AND OTHER TRACKSIDE DETAILS ARE ADDED. THEY CERTAINLY MAKE THE TRACKS IN *THE NEED FOR SPEED* LOOK LIKE NOTHING MORE THAN B ROADS.

[RIGHT] THE ICY YUKON TRACK IS TREACHEROUS BECAUSE OF BLACK ICE AND SNOW DRIFTS AT THE SIDES OF THE TARMAC.



[LEFT] THE TUSCON AREA BOASTS AN IMPRESSIVE VIADUCT AND SUSPENSION BRIDGE, AND THIS RATHER SIMPLE EXTENDED OVAL ALSO RINGS A HUGE RESERVOIR.



[RIGHT] BUT THE MADDEST TRACK OF ALL IS THE ONE SET IN AUSTRALIA. THIS FEATURES HUGE SPIRALS, BRIDGES, DOMES, SPEEDWAY AREAS AND ALL TAKES PLACE ON A BEACH!



"We managed to achieve an exact replica of the one player game when running the split screen game, even though the game has to render twice the amount of data." Phew!

Speedster evokes all the atmosphere of classic games like *Super Sprint* and *Skid Marks*, whilst giving that genre a much-needed coat of paint. It is incredible fun and combines the realism of the *Need for Speed* with the intuitive mayhem of *Micro Machines*, and we are very much looking forward to reviewing it. At the moment 25 April is the expected release date.



[ABOVE] If you look real close you can just make out the red Ferrari Testarossa, but the others could be anything. All handle realistically, so we're told.



TWISTED METAL WORLD TOUR

"GET TWISTED METAL
WORLD TOUR
AND GET IT SOON"

Play Magazine

"THE BEST 2 PLAYER ACTION GAME OF ALL TIME"

Game Informer

SONY



COMPUTER
ENTERTAINMENT



DO NOT
UNDERESTIMATE
THE POWER
OF PLAYSTATION

PEAK PERFORMANCE

IF IT'S DRIVING GAMES THAT GET YOU EXCITED THEN PREPARE TO RUN DOWN THE STREET NAKED AND EXPLODE AS WE INTRODUCE WHAT MIGHT BE THE SURPRISE RELEASE OF THE YEAR

To picture what

Peak Performance is really like to play, try and think of *Rage Racer* going on a brief but passionate dirty weekend with *The Need for Speed*. The resultant offspring would be a strapping, eight-pound bouncing speed baby and having parents of such fine pedigree, how could *PP* fail?

All the cars are real existing models that you might see on the road, each with their own intricacies and peculiarities, and boy are there a lot of cars. How many? Take a seat, have someone make you a sweet cup of tea. *PP* has a total of 28 cars to choose from and that's more than any other driving game. Just the mere thought of having 28 cars to try out is enough for some gamers, especially the car nuts which seem so common in the UK.

Of course, not every car is selectable on your first go, so you will have to play for a while and well, to unlock them. On the most recent version we have, there are still 21 available from the offset, which should be more than enough to hold your average MTV-generation reduced attention span until the secret ones are unlocked.

GIMME WHAT I NEED

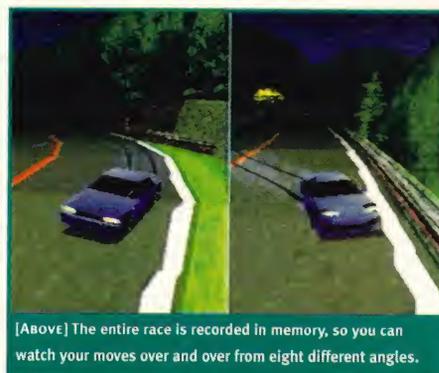
The number of cars isn't the only thing that *PP* has in the way of innovations either. Inside every one of those cars sits a driver, and not just a blocky pair of hands on the steering wheel, a whole 3-D driver who reaches down to change through gears or use the handbrake and even



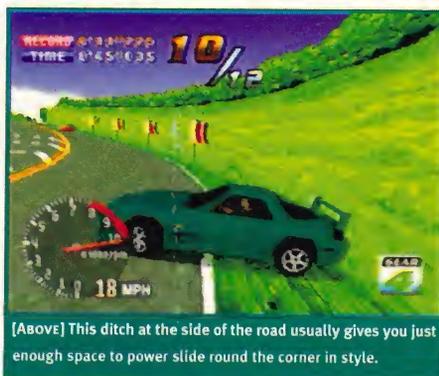
[Above] Painting your car canary-yellow and playing with the headlights in broad daylight may seem childish, but it provides surprising satisfaction.

feeds the wheel through his hands. There are also different outfits for each driver, with a suitably scruffy boy-racer character driving that notorious editors' car, the Toyota MR2. As you wrestle your way round a course you can see the driver fighting with the steering through the tinted back and side windows, and it is a touch that helps portray a good sense of realism as you drive.

The cars are mostly Japanese, like the cute little Mazda MX5 or the classic Toyota Supra, but there are some hidden European gems that we have had the privilege of driving, such as the Lamborghini Diablo and, yes, the McLaren F1. It appears that the developers, fearful of legal action no doubt, have opted not to put the real names of any of the cars in, going instead for drearily random ones like "CAR-DO3" being the suped-up Dodge Viper for



[Above] The entire race is recorded in memory, so you can watch your moves over and over from eight different angles.



[Above] This ditch at the side of the road usually gives you just enough space to power slide round the corner in style.

"Try and think of *Rage Racer* going on a brief but passionate dirty weekend with *The Need for Speed*..."

Blueprint

Publisher: JVC
 Developer: Atlus
 % Complete: 75%
 Expected Release Date: June '97
 Origin: Japan
 No of Players: 1-2



PERFORMANCE



[Above] A break in the scenery high in the mountains at night lets you glimpse the top of a nearby city's lights.

example. Don't worry though, they have included an option for you to name the cars whatever you please, which may just happen to be the correct manufacturer's names. You can then save them to the memory card.

ALLOYS

Simply changing the names is only the beginning of an indulgent car-lover's binge of auto customization. You can tweak your way into oblivion with a hoard of tuning options from sorting your shocks strength to fiddling with your blow off valve (whatever that means). The tuning part is indeed comprehensive, and the variables do affect the cars in a fairly profound manner, although not as much as in the first version we received where you could "tune" the Supra so much that it would tear along on only its back wheels like a dragster before coming to rest on its back end, nose pointing high in the air!

Currently the game will keep two customized cars resident in memory, but there is not yet an option to save to the card and so they are lost as soon as you switch off the power. The many vehicles can all be test-driven in a little park where you can even set down traffic cones to drive around, checking how the cars handle 360° spins, or maybe how tightly they can snake between a straight row of evenly spaced cones.

Naturally, with all this detail included in the game Atllus didn't forget a split screen mode for two players,



CONES SWATLINE

D THE COURSE EDITOR LETS YOU PLOT TRAFFIC CONES AROUND THIS QUIET LITTLE PARK, SO YOU CAN LAY OUT A PATH TO FOLLOW IN YOUR CAR. THE CONES CAN BE LIFTED UP AND REPLACED TO GET THE PATH EXACTLY HOW YOU WANT IT, AND WHEN YOU'RE DONE IT WILL TIME YOU FROM THE STARTING POINT TO THE FINISH, WITH A FIVE SECOND PENALTY FOR THWACKING A CONE. THIS IS OUR RECOMMENDED TEST COURSE, AND IT ONLY TOOK US AROUND FIVE MINUTES TO SET UP. INSTRUCTIONS ARE BASED ON USING THE NISSAN SKYLINE GT-R CAR.



1. THE START LINE. JUST KEEP THE REVS HIGH TO GET A HEALTHY START.
2. YOU SHOULD BE IN SECOND GEAR, AND TRYING TO CUT AS CLOSE AS POSSIBLE TO THE CONE ON THE RIGHT.
3. THIRD GEAR NOW, TAKING CARE NOT TO BUMP THE FENCE OF THE POND AS YOU SKIM PAST.
4. PASS AT THE LEFT OF THIS GATE TO GET A BETTER CHANCE OF SNAKING THROUGH THE NEXT. COME OFF THE ACCELERATOR HALFWAY BETWEEN THE TWO.
5. GET IN CLOSE TO THAT LEFT CONE AND WATCH THAT YOU DON'T LET THE CAR SLIDE ONTO THE GRASS.
6. THE BEGINNING OF THE LONGEST STRAIGHT. CHANGE UP INTO 4TH GEAR IN THE FAST CARS.
7. TURN VERY HARD TO THE RIGHT, TAP THE FOOT BRAKE AND COME OFF THE ACCELERATOR WHILE CONTINUING TO TURN HARD. SHIFT DOWN.
8. YOU SHOULD COME THROUGH THIS GATE SIDEWAYS, POINTING DIRECTLY UP THE CONCRETE PATH.
9. SHIFT UP IF YOUR REVS ARE READING HIGH ENOUGH, KEEP THE CAR AS STRAIGHT AS POSSIBLE.
10. FINISH LINE! CHECK YOUR TIME, AND SLAG YOUR MATE UNTIL HE BEATS IT. IT SHOULD BE AROUND 15.5 SECONDS IN THE SKYLINE.



and just to be comprehensive there are both vertical and horizontal split screen options. It seems Atlus is experimenting with a very weird technique on the vertical split screen though, whereby if both players are close enough on the course, the screens merge together so that you both appear on one full screen.

Although this has been improved since the first version we saw of the game, it certainly still



[Above] The three views available in the one player mode are still present in split screen. Here both cars are using the furthest away view.

requires some work, as when the screen starts to split up into two again it screws up your eyes and makes you feel all queasy.

To keep up the ridiculous speed involved in the game, the 3-D drivers have been plucked from their seats in the two player mode, which is fair enough and results in the rather spooky situation of looking in the back window of your speeding car to see just an empty seat with a self-turning steering wheel!

FURRY DICE

As you will have noticed, the lights on every car work as they should, so that the pop-up lights really do raise up in real time, and will illuminate the road ahead of you if you're driving at night, with tail lights switching on at the same time. The foot brake lights are just as realistic, and they all have a glow which is very similar to the real thing. This is the first time a PlayStation game has used this idea for live light sourcing, which is slightly odd when you consider the number of driving games and the PlayStation's graphical capabilities.

Driving with the inside view (unfortunately there's no dashboard view yet) there is a large rear-view mirror, and if you turn tightly or pull one of the glorious endless donuts that are possible, the driver's head turns slowly so you can see the wing mirror at either side too, but although they work properly the positioning is all wrong at the moment, causing them to come in under the Gear indicator at the right or the rev counter at the left, obscuring them a little too much.

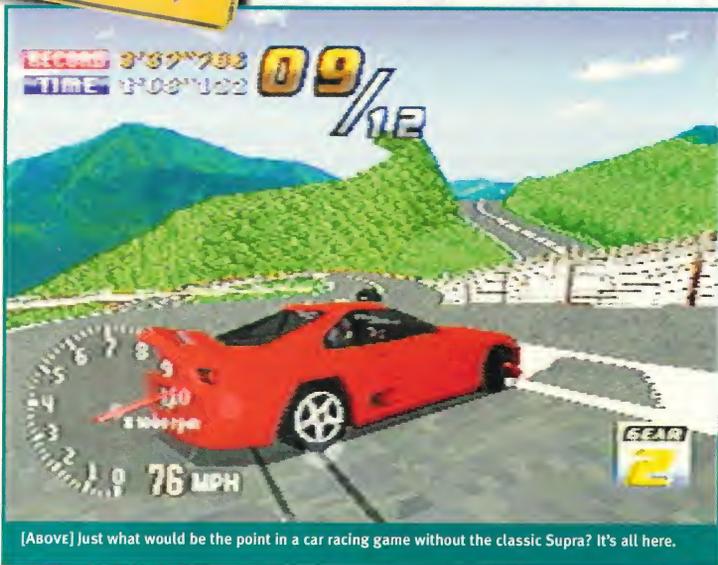
At this stage it is hard to imagine what the programmers are going to put in the game during the time between now and its release date.

TEN COOL THINGS ABOUT PEAK PERFORMANCE

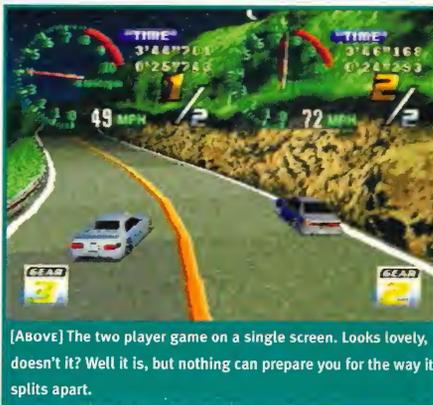
1. THE LIGHTS WORK.
2. IT'S GOT 28 CARS.
3. 3-D DRIVERS WHO CHANGE GEAR AND FEED THE STEERING WHEEL.
4. TUNING UP THE CARS.
5. HIDDEN CARS INCLUDING A BUS, MCLAREN F1, MOPED AND LORRY.
6. YOU CAN SMASH THROUGH BARRIERS AND GO THE WRONG WAY DOWN THE COURSES.
7. THE RADIOACTIVE COWS NEAR THE POWER PLANT.
8. SEGA RALLY HILL-CLIMBING LEVEL.
9. NIGHT, MIST, SUNSET OR SUNNY CONDITIONS.
10. SPLIT SCREEN MODE.

SOFTOGRAPHY

Victory Boxing (PSX)
Impact Racing (PSX)



[Above] Just what would be the point in a car racing game without the classic Supra? It's all here.



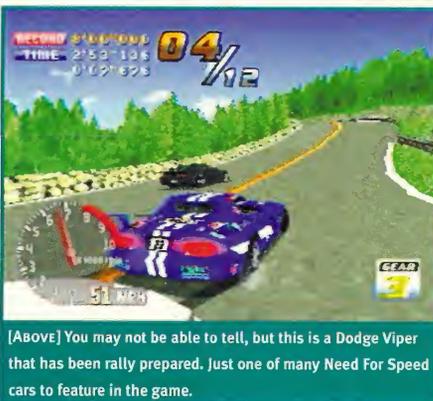
[Above] The two player game on a single screen. Looks lovely, doesn't it? Well it is, but nothing can prepare you for the way it splits apart.



[Above] The boxy cars like this old suped up MkII Escort feel decidedly top-heavy, making them susceptible to teetering off balance on relatively easy turns.



[Above] There are plenty of opportunities to thrash cars to their limits, like taking this Lexus-style business car onto the rally hillclimbing course where it really doesn't belong on.



[Above] You may not be able to tell, but this is a Dodge Viper that has been rally prepared. Just one of many Need For Speed cars to feature in the game.



THESE ARE THE CARS OF OUR LIVES

THIS IS GOING TO UPSET YOUR GIRLFRIEND. LOOK AT ALL THESE CARS, WILL YOU? WITH 20 MORE CARS THAN THE *NEED FOR SPEED*, 15 MORE THAN *RAGE RACER*, AND 27 MORE THAN *PORSCHE CHALLENGE*, THERE IS GOING TO BE LESS TIME TO SOCIALISE WHEN *PEAK PERFORMANCE* ARRIVES. JUST TO GET YOU SALIVATING IN ANTICIPATION, THE CARS INCLUDE: MAZDA MX-5, OLD AND NEW MODELS OF TOYOTA MR2, SUPED UP FORD ESCORT, NISSAN SKYLINE GT-R, TOYOTA SUPRA, MAZDA RX-7, NISSAN 300 ZX, DODGE VIPER, PORSCHE 911, LAMBORGHINI DIABLO, DATSUN 2000, THE BUS OUT OF *SPEED*, A HUGE JUGGERNAUT, MCLAREN F1, AND A MOPED.



“An indulgent car-lover’s binge of auto customization...”

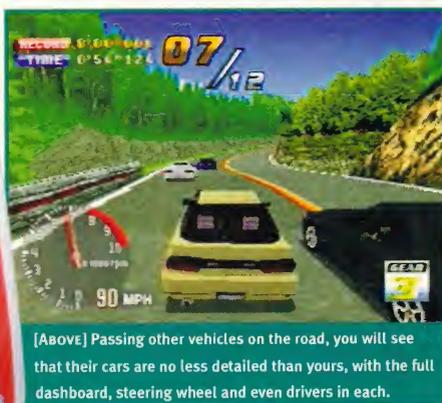
Clearly they are not interested in letting you flip the cars over in *Need For Speed* style, as there’s not even a hint of this yet, and this is perhaps the most unfortunate part of the design. Until we bring you the full review, it is suffice to say Namco and Electronic Arts both have something to worry about, and who would have thought that “something” would be little JVC? 



[ABOVE] There is not really any slowing of the frame rate, even when faced with scenes like this with five cars on-screen.



[ABOVE] The suspension on the cars is well modelled and very flexible, but you can alter it until it's just perfect for you on any car.



[ABOVE] Passing other vehicles on the road, you will see that their cars are no less detailed than yours, with the full dashboard, steering wheel and even drivers in each.



[ABOVE] In two player mode choose any two cars, Sunny, Sunset or Midnight settings, and whether you'd like to race the course backwards or not.



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in excess of **500** cheats and codes
more than **1000** screen shots
over **200** pages of raw adrenalin
the complete A-Z of PlayStation tips

Unauthorised! Unrivalled! Unbeatable!



[Above] On all of the levels you follow a pre-rendered path. Yeah I know what you're thinking.



[Above] This level sends a chill through your bones. Why, because the action isn't improving one iota.



[Above] "Look up" the voice bellows, and without any say in the matter you blow seven bells of crud out of these two skeletons.



CRYPT K

THE KILLER CREPT INTO THE CRYPT, CRAPPED AND CREPT OUT AGAIN. YOU CAN UNTIE YOUR TONGUES NOW AS WE ENTER THE WORLD OF THE UNDEAD, LIGHT GUNS AT THE READY.

Do they ever sleep

at Konami? There's been a glut of recent reviews over the last couple of months, most of them utter tripe it has to be said, so when *Crypt Killer* arrived in the office it wasn't without a little scepticism from the PLAY team, that we loaded it up.

SPLATTER

Scepticism that was well justified. There we were, light guns at the ready, trigger fingers itching and generally frothing at the mouth like extras in a Spaghetti western baking in the midday sun. We wanted action, no holds barred. Maiming,

killing, exploding giblets. You name it, we wanted to pump it full of lead.

So imagine the disappointment when we were set upon, not by hoards of well-animated drooling denizens of hell, but huge jerking blocky sprites which wouldn't even scare Scooby Doo and Shaggy. The sad thing is, the light gun works well and before you know it, you're blasting holes in everything that moves; its just difficult to make out what you're shooting half the time, because the graphics are so damned ropy.

Crypt Killer is an arcade conversion made infamous by two huge shot guns which added real spice to the general



[Above] Look it's Roy Orbison without his glasses - run for your lives!

mayhem, but as the console conversion is missing these vital accoutrements of destruction, half of the effect is lost instantly. There seems to be a familiar pattern arising here, as last month's appalling *Road Rage* (also an arcade game utilising a spine-twisting and complicated hydraulic mechanism) crashed and burned

PLAY INFORMATION

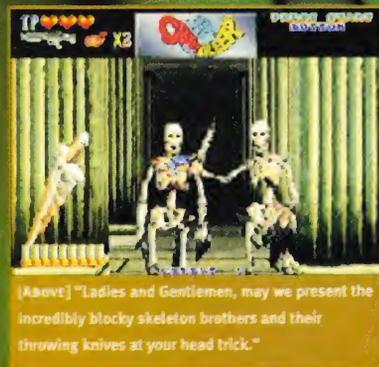
Publisher: Konami
Customer support: 01895 853000
Price: £44.99
Release date: March '97



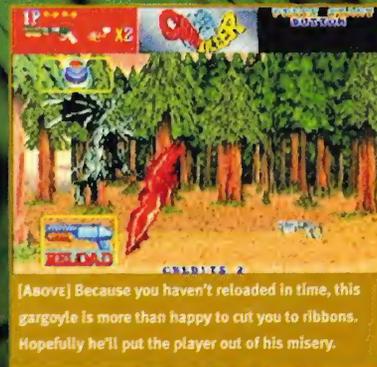
ONE PLAYER MULTIPLE PLAYERS



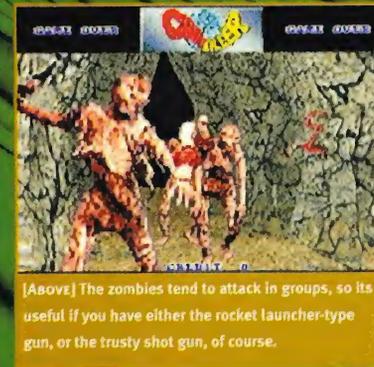
EMPOWER



[Above] "Ladies and Gentlemen, may we present the incredibly blocky skeleton brothers and their throwing knives at your head trick."



[Above] Because you haven't reloaded in time, this gargoyle is more than happy to cut you to ribbons. Hopefully he'll put the player out of his misery.



[Above] The zombies tend to attack in groups, so its useful if you have either the rocket launcher-type gun, or the trusty shot gun, of course.



[Above] In this Aztec-type environment, the walls close in around you. No good if you're claustrophobic then.



[Above] The swamp monster level looks okay at a distance, but don't be fooled; as soon as you get close to these creatures its back to lego-brick-o-vision.



[Above] Run for your lives, the horribly pixelated zombies are in town, and they're moving... badly-Aaaaarrrrgggghhhhh!



KILLER



[Above] Reach out and touch someone you love. Or blow their head off.



[Above] These tumbling pillars reduce your energy quite rapidly... shoot 'em, shot 'em, shoot 'em!

too. Is there a message to be learned from all these gimmicky arcade conversions we might ask?

DECOMPOSE

Crypt Killer is set over six levels, where players must blast their way through wave after wave of rampaging zombies, skeletons, gargoyles, swamp monsters, bats, spiders and other thoroughly odious inhabitants. But considering the mind-numbing tedium induced by completing any of these levels, its very unlikely that players will want to progress through many of them.

There are eight difficulty settings, ranging from very easy to very hard, and having played *Crypt Killer* on every setting, its fair to say that the game offers a good range of difficulty for both novices and experts alike, but at the end of the day this is down to the highly accurate Predator Light Gun we used.

Other features which can be toggled include: gun looseness, amount of lives, bombs and continues, auto or manual reloading and a gun alignment feature. The latter is a useful option which allows the player target practice, in effect reassuring them that the light gun is performing accurately. In retrospect, we have our doubts over the auto reload facility, after all, half the fun of these limited-appeal shoot-'em-ups is when you have to quickly point the gun away from the screen in order to reload.

From the depressing intro, through to the insultingly poor graphics engine, *Crypt Killer* takes you on a pre-rendered journey of ineptitude.

This is an empty, unrewarding game without a soul, and sadly missing its arcade counterpart's gun-mounted trimmings. Buy this at your own peril, but don't say we didn't warn you.



JUSTIFIED?

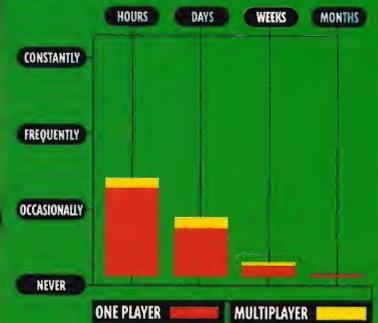
NOT YET RELEASED IN THE UNITED STATES, KONAMI'S REPUTEDLY SUPER-ACCURATE 'JUSTIFIER' LIGHT GUN WAS SUPPOSED TO BE READY FOR THE RELEASE OF *CRYPT KILLER*, BUT AS YET WE HAVE NOT SEEN ONE. WE USED THE PREDATOR LIGHT GUN TO PLAY THE GAME, AND FOUND IT TO BE PRETTY ACCURATE (ITS JUST A SHAME ABOUT THE ACTUAL GAMEPLAY AND SHODDY GRAPHICS). THERE AREN'T EXACTLY A HUGE AMOUNT OF GAMES WHICH YOU CAN USE A LIGHT GUN WITH, BUT WE'VE LISTED THOSE AVAILABLE NOW AND A COUPLE OF TITLES DUE FOR RELEASE THAT WILL.



- DIE HARD TRILOGY
- AREA 51
- REBEL ASSAULT II
- PROJECT HORNED OWL
- LETHAL ENFORCERS 1&2
- (OUT SOON)
- CRYPT KILLER
- TIME CRISIS
- (OUT SOON)

“Takes you on a pre-rendered journey of ineptitude...”

LONG TERM PLAY...



PLAY+

LOOKS	●●●●●●●●
SOUNDS	●●●●●●●●
GAMEPLAY	●●●●●●●●
VALUE	●●●●●●●●
ZOMBIE	●●●●●●●●

PLAYED 38%

Utterly awful, avoid like the plague!

ALTERNATIVELY:

- DIE HARD TRILOGY (93%)
- PROJECT HORNED OWL (73%)

REBEL ASSAULT

As *STAR WARS* FEVER SWEEPS THE GLOBE ONCE AGAIN, CAN LUCAS ARTS "STAY ON TARGET" WITH YET ANOTHER EMPIRE-BASHING EPIC?

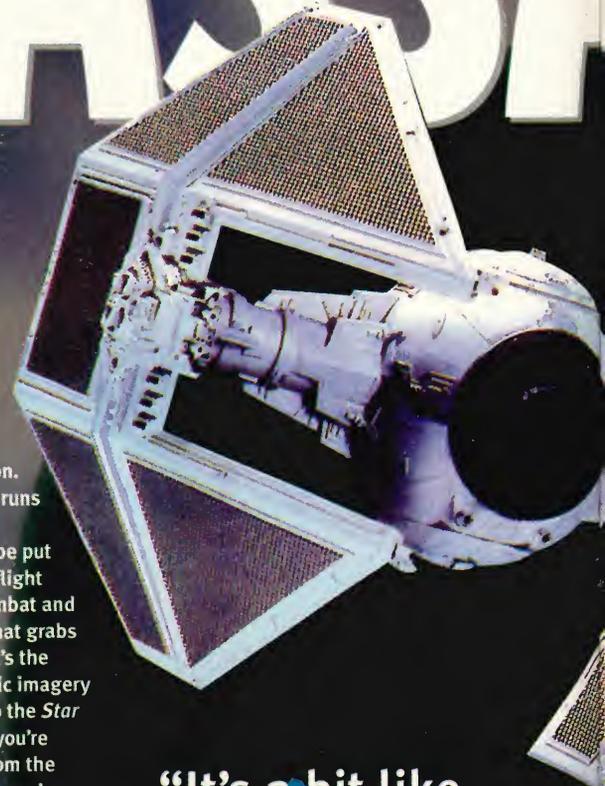
A long time ago,



in a country far, far away... a man called George Lucas created a phenomenon of which even he couldn't have envisaged the enduring popularity of. It's been nearly 20 years to the day since *Star Wars* was originally released to an unsuspecting public and with the release of the digitally-enhanced movies currently wowing audiences all over the United States, its hardly surprising that LucasArts venerable PC adventure, *Rebel Assault II*, is rearing its head on PlayStation. The big question is has it been improved or is it just a lacklustre port-over?

Nebula (a kind of space equivalent of the Bermuda Triangle), where you happen across Imperial scout ships. Consequently smelling a rat, the Rebels reckon that the Empire is up to no good and developing a deadly new weapon.

Gameplay in *Rebel Assault II* runs along the lines of action-based shooting and flying, which can be put into three different categories: flight manoeuvring, hand-to-hand combat and cockpit battles. But this isn't what grabs the attention at first, no siree, it's the extravagant full screen cinematic imagery which totally immerses you into the *Star Wars* environment. It feels like you're actually part of a new movie; from the dramatic rendition of John Williams' memorable orchestration, to the



"It's a bit like buying a Lamborghini, only to discover later that it has a Robin Reliant engine under the bonnet!"

PLAY INFORMATION

Publisher: LucasArts
 Supplier: Video game Centre
 on 01202 527314
 Price: £59.99
 Release date: Out now
 (US Import)



ONE PLAYER



MEMORY CARD

X-WING

The exciting news for ardent fans of all things Lucas-esque is that the main man himself endorsed the original storyline of *Rebel Assault II* and all subsequent live action was filmed against blue screen backgrounds with real people dressed in authentic costumes and using real props from the movies.

In true Scooby Doo fashion you take the role of Rookie One and find yourself answering a distress call during a routine mission within the notorious Dreighton



[Above] Against almost impossible odds, you must guide the Falcon through this series of tight tunnels, avoiding the scenery.



[Above] It doesn't make any difference whether you shoot the leader of your group or not, you won't do any damage! Mmm.

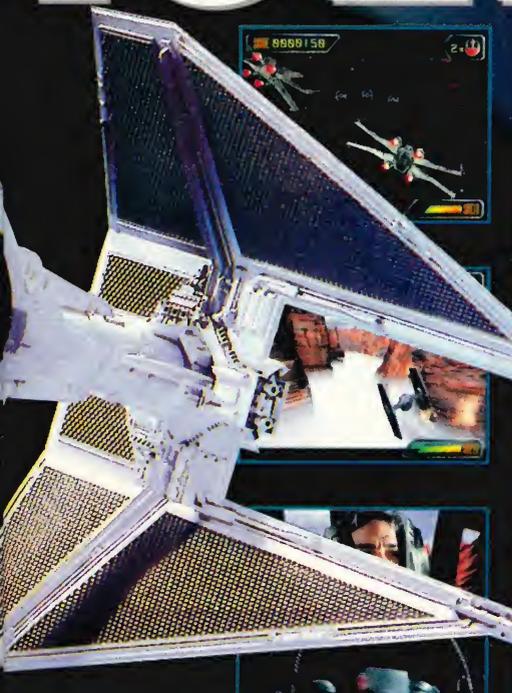


[Above] Your wingmen are never far behind, but they do tend to panic; typically screaming "Cover me, there's one on my tail!"



[Above] Smashing fun! Negotiating the asteroid field is pretty simple because your ship follows a pre-determined path. Just blast everything in your way to survive.

REBEL ASSAULT II



[Above] The cockpit view is the best way to take out those Imperial buggers. Determine their direction and shoot slightly ahead of that – bingo – huge explosions are guaranteed!

beautifully crisp full motion video cut-scenes and fluid in-game graphics, you can't help getting just a little bit excited.

THE FORCE

Perceptions of a potentially groundbreaking experience are soon shattered however, as you quickly realise that something important has seriously gone awry. The Gameplay. Doh!

It's a bit like buying a Lamborghini, only to discover later that it has a Robin Reliant engine under the bonnet. After only nano-seconds you realise that every

part of this game is on a strictly pre-determined path. Okay, so within this path you can move with a certain degree of freedom, but as replaying the same level twice indicates, all enemies or stationary targets appear in exactly the same sequence – thus negating any real replay value.

The effective method of control in certain levels is also debatable. For example, the space combat sections would benefit greatly from a mouse option, as accurately taking out all of the TIE



[Above] If the Empire finally defeats the Rebels this man gets a medal (and lives!). If on the other hand they don't... (Cue neck-snapping noise). Next!



[Above] Prior to a big attack, admiral Ackbar addresses all the pilots. Guess who's just volunteered.



[Above] At one stage, you have to master the art of flying a stolen Imperial TIE Fighter. Your instructor puts you through your paces on the planet's surface.



[Above] Look at those panic-stricken stormtroopers run as you fly past. You can even shoot them if you're quick enough.

NINE WAYS TO...

KEEP THE STALWART STAR WARS FAN FROM GETTING A LIFE...



(1) DARTH VADER MASK

EXPERIENCE THE THRILLS OF LABOURED BREATHING IN THIS AUTHENTIC-LOOKING BLACK BUCKET.



(2) STAR WARS FIGURES

THEIR ARMS AND LEGS MAY NOT BEND AT THE JOINTS, BUT HEY, WHO CARES.



(3) STAR WARS UNIVERSE GUIDE

EVERYTHING YOU WANTED TO KNOW ABOUT STAR WARS BUT WERE AFRAID TO ASK.

(4) T-SHIRTS & SWEAT-TOPS

STRUT PROUDLY DOWN THE STREET DISPLAYING YOUR 'I CAN FEEL THE FORCE' LOGO.



(5) PEWTER MODELS

THIS ONCE-IN-A-LIFETIME SCALE MODEL TIE FIGHTER WOULD TAKE PRIDE OF PLACE ON ANYONE'S MANTLEPIECE.



(6) TIES

FOR THAT SPECIAL OCCASION, BE IT WEDDINGS, FUNERALS OR AN IMPORTANT FIRST DATE. EITHER WAY, YOU'RE GUARANTEED TO STAND OUT IN THE CROWD.



(7) CAPS

WEAR IT FORWARDS, BACKWARDS OR SIDWAYS ON. ALWAYS IMPRESSES THE CHICKS.



(8) POSTERS

TEAR DOWN THAT PAMELA ANDERSON POSTER AND BE A REAL MAN WITH LUKE, HAN, LEIA AND THE GANG COVERING YOUR FOUR WALLS.



(9) TRADING CARDS

WHILE-AWAY FUN-PACKED HOUR AFTER HOUR, WHERE YOU CAN SORT, RE-ARRANGE AND SWAP TO YOUR HEART'S CONTENT.

Fighters and floating mines on the hard difficulty setting is nigh on impossible considering the lethargic reaction times of the control pad.

Additionally, on closer inspection, M-PEG edge distortion rears its ugly head on far too many occasions during the rendered scenes, resulting in blatant square blocks flashing past and general poor quality on FMV which should be crystal clear. This is an unfortunate consequence of data being compressed too much.

ALLIANCE

There are 15 levels packed full of spectacular action set over various themed environments - from all-out space battles to the more down to earth stormtrooper blast-fests. If you can forgive the fact that *Rebel Assault II* is no more than a frantic dodging and blasting affair, this may well be your cup of cocoa.

PREQUEL POSERS

FOR THOSE OF YOU DROOLING AT THE PROSPECT OF THREE NEW STAR WARS FILMS (AND WHO ISN'T), YOU MAY BE INTERESTED TO NOW THAT TECHNICIANS BEGAN ARRIVING IN ENGLAND THIS WEEK TO START WORK ON THE CONSTRUCTION OF THE SETS AND PROPS FOR THE NEW TRILOGY, WHICH WILL BEGIN FILMING AT THE MASSIVE LEAVESDON STUDIOS THIS AUTUMN. APPARENTLY, THE WHOLE PROJECT IS OF UNPRECEDENTED SIZE AND COMPLEXITY AND THIS STUDIO WAS CONSIDERED THE ONLY VIABLE LOCATION. THE PREQUELS ARE SET 40 YEARS PRIOR TO STAR WARS AND CONTAIN INCREDIBLE LEVELS OF DIGITAL CONTENT (ALLEGEDLY AROUND 50%). SUBSEQUENTLY, THEY WILL BE IN POST PRODUCTION FOR ROUGHLY A YEAR-AND-A-HALF EACH! THE THREE FILMS ARE SUPPOSEDLY NAMED: *THE CLONE WARS*, *THE RISE OF DARTH VADER* AND *THE FALL OF THE REPUBLIC*. THE FIRST OF THESE IS SET FOR A 1999 RELEASE.



[Above] Certain parts of the Dreighton Nebula change the background scenery.

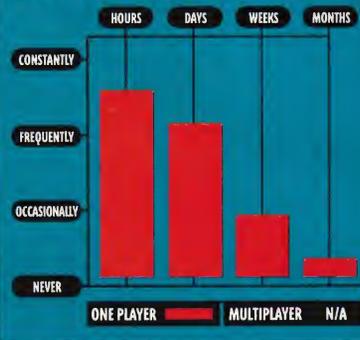


[Above] Negotiating this canyon is the ultimate test of your flying ability, apparently.

Without taking away too much from the developer's achievements, it has to be said that a lot of effort has obviously gone into producing a real graphical rollercoaster of a ride and there is no doubting that LucasArts has achieved this. But this is its only redeeming feature and one which unfortunately cannot save an ultimately tedious shoot-'em-up.

Shooting TIE Fighters, stormtroopers and anything else that the Empire throws at you is naturally great fun... for a while, but after the initial joyride of watching them blow up spectacularly wears off, there's little else to hold your attention. Think long and hard before parting with that hard-earned wonga for this one, even if you are a *Star Wars* fan. You could well be trading it in earlier than you think.

LONG TERM PLAY...



"A real graphical rollercoaster of a ride!"

FIVE MORE INUENDOS

1. YOU CAME IN THAT THING? YOU'RE BRAVER THAN I THOUGHT.
2. SIZE MATTERS NOT. JUDGE ME BY MY SIZE DO YOU?
3. GET IN THERE, YOU BIG FURRY OAF! I DON'T CARE WHAT YOU SMELL!
4. AREN'T YOU A LITTLE SHORT FOR A STORMTROOPER?
5. IN TIME YOU WILL CALL ME MASTER...

PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
FORCE	●●●●●●●●●●

PLAYED 60%

The Force is weak in this one...

ALTERNATIVELY:
DARK FORCES (75%)
DESCENT (85%)



[Above] Stormtroopers accost you from every angle. But ducking in and out of the scenery helps, along with your trusty blaster.



[Above] Unlike the PC version you can use the external view. It looks cool, but maintaining the kill rate is in this view tough.



[Above] Now with no wings for improved comfort (well it won't have in another second).

TEMPEST

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"One of the fastest, hardest, most intense and exciting games you'll ever play, whatever the format."

"It's arguably one of the best games ever created full stop."

**Official
Playstation 9/10**

"Thrilling!"

"I couldn't help but be dazzled. The new effects are mind blowing."

"Tempest X is an exceptional blaster. It's like a '96 dance remix of an old rave hardcore classic! I want it!"

C&VG 5/5



"This is a classic game that shows no sign of age, due in no small part to a fine conversion."

A renovated Tempest returns to the Hall of Fame

"Players will be blown away by the visual elegance of Tempest"

**Mean Machines
Sega 88%**

(Tempest 2000)

"Stare fixedly at the screen, hold down the fire button and relive the old days... with added bosh and weird spinning colours!"

**Play
86%**



MONSTER



THE **MONSTER**
TRUCKS OF THE
WORLD REPRESENT

A CROSSOVER OF
INSPIRED ENGINEERING AND **DESIGN** WITH
PURE FUN. LACKING THE NECESSARY **FINANCE**
AND STADIUM, THE **SEARCH** GOES ON FOR THE
PERFECT HOME VERSION.

— Slap me hard.

It must be a dream.

Surely the famous lot at Psygnosis, comprising of some of Britain's finest PlayStation brains, can't have missed the mark again? Another potentially great idea realised in a disastrously flawed way.

The idea of driving monster trucks over such varied and interesting terrain is terrifically appealing, being in control of such a powerful and inherently fun vehicle. Is there anything that could bring you more joy in the world of recreational motoring than thrashing across sand, snow and concrete in a car with six-foot-high tyres and suspension that could get you to the moon?

Yes, it's a fine idea, which makes it all the more surprising that it has never been attempted on the PlayStation before, with the exception of the pseudo monster trucks in Gremlin's *Hardcore 4x4*. Unfortunately though, like the Chelsea Flower Show, *Hardcore 4x4* is pretty enough, but you wouldn't want it in your house. So, what does Psygnosis' *Monster Trucks* offer you in the way of four-wheel-drive muscle car entertainment?

For a start you have the choice of nine trucks, including most of the cars you have ever thought would be cool with their chassis held aloft by the towering machinery. Like one of those hippie Volkswagon camper vans that some odd families still insist on driving to Avesbury in, a huge Humvee, and a Lada. There are seven fairly simple closed

PLAY INFORMATION

Publisher: Psygnosis
Customer support: 0151 2823000
Price: £44.99
Release date: March '97



ONE PLAYER



MEMORY CARD



[ABOVE] Racing along the very edge of an active volcano, you'd think it would be nice if you could push the others into the lava. Not bloomin' likely.



[ABOVE] The weight of the Humvee prevents those bothersome opponents from pushing you off course too easily, but it suffers from impaired handling.



[ABOVE] The rain effect is very good, and reacts accordingly to what direction you're moving in instead of just being white dots. Very nice.

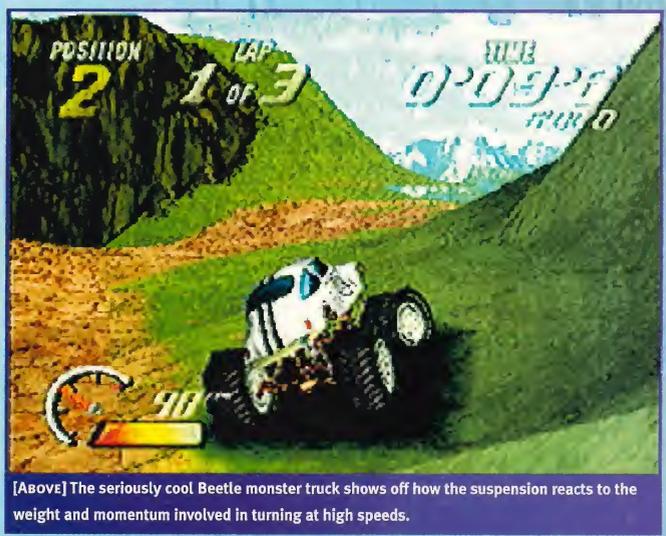
TRUCKS



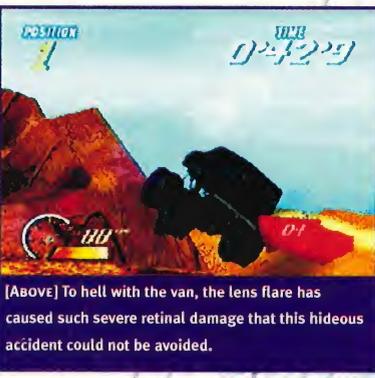
[Above] Spinning the wheels hard enough or skidding produces a thin translucent smoke.



[Above] A steep hill climb to checkpoint number five provides a testing platform for the two race leaders.



[Above] The seriously cool Beetle monster truck shows off how the suspension reacts to the weight and momentum involved in turning at high speeds.



[Above] To hell with the van, the lens flare has caused such severe retinal damage that this hideous accident could not be avoided.



[Above] The trucks all have patches of snow build-up on their bodywork on the Osprey winter course. A nice touch.



circuit tracks for racing lap after lap against the eight computer controlled trucks, and four large islands where you travel cross-country from point A to point B in the Endurance mode. Each of the picturesque Endurance islands has five possible routes, which brings the total available tracks to a jaw-dropping 27. But that figure is misleading considering that you will see many of the same bits of an island every time you race.

“There is so much artificial lens-flare – enough to give anyone a squint!”

BOUNCY Hardcore
Just wandering the landscapes in the trucks can be fun at first, marvelling at the freedom of movement as you stray far from the race course and over anything one of these oversized Tonkas could possibly climb. And it is obvious that a sophisticated 3-D game engine is in place as you watch the trucks lurch and sway on their obscenely large suspension.

Landing a big jump causes the trucks to squat way down on their wheels and spring back up, just like you'd expect. Attempting to power the truck up a slope which is too extreme will make it groan and screech as the tyres lose their grip and start to spin, and slowly it will roll backwards.

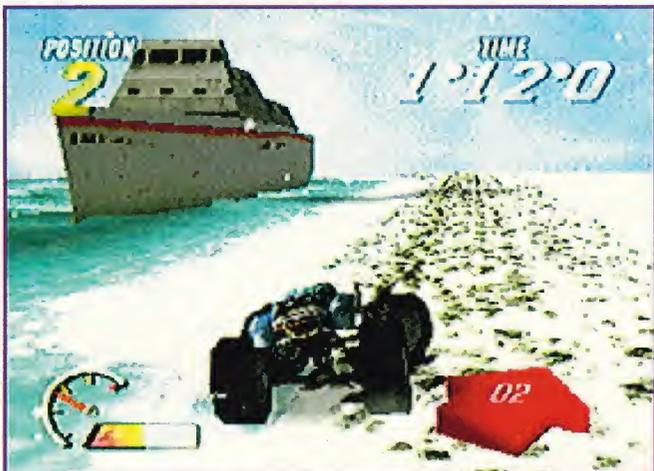
There has been a terrible mistake however. The cars all move very well, yes, but somebody forgot to put the game in! After a while of driving around in *Monster Trucks*, it becomes painfully apparent that there is nothing fun to do, and that we are not yet free of the 'beautiful but hollow

games' scenario. Monster trucks aren't particularly fast things you see, and this is reflected in the gameplay, where you never really need to take your finger off the accelerator button, trundling along like some kind of vintage car parade.

The most enjoyable part of throwing these gargantuan machines around the scenery is to take the big jumps with total abandon, or to try a shortcut over a hill which means you have to plummet earthward on the other side upon discovering a sheer drop.

But you are punished for 





[Above] Down at the water's edge of the winter track there is a massive boat anchored. Funny then that when you drive out to it, the water is only four inches deep...



[Above] Aaron's pickup can't quite handle the severe vertical surface on this volcanic rock, and he screeches and slides back to the ground.



OVER INFLATION

While the scenery immediately surrounding you is good looking, and in places has some really nice touches, like little villages, windmills and wrecked cars, the blatantly visible pop-up of approaching areas is far too abrupt. Maybe that's why there is so much artificial lens-flare – enough to give anyone a squint – so you don't notice the land being drawn only feet in front of you.

Some good water effects have been used, with it bobbing about as it should, and it does look professional until you slam your truck into it you don't even get a splashing sound.

There also seems to be some major problems with all collision detection in *Monster Trucks*, not just with the water. Some whole buildings are not solid at all, letting you drive right through them as though they weren't there, while the one next to it can be as hard as rock and stop you so quick you get whiplash! The same goes for the burned out cars which are abundant on the winter courses. Some don't affect your progress one bit as you sail through at top speed, while others practically catapult you from your seat with an abrupt stop. Neither of these things should happen as monster trucks

“*Monster Trucks* is also woefully short on multi-player fun...”

CAR CRUSHING... WHY?

1 Will somebody tell us why *Monster Trucks* has a car crushing level? Could anything be more boring? Play an Endurance Championship and before long you'll be whisked away to some redneck's stadium filled with people, mud, and cars. All you do is drive back and forth over the row of cars. If your opponent causes more damage within the time limit, he wins, but the cars don't even get progressively more damaged and contact is simulated by throwing some triangular polygons all over the place. What a rush. Not.



CURRENT RACE POSITION		ELAPSED TIME	
POSITION 3		TIME 1:20:9	
REVS COUNTER & SPEED IN KM	DAMAGE METER (SHOWING FATIGUE TO THE SUSPENSION)	DIRECTION TO NEXT CHECKPOINT (PLUS NUMBER REMAINING)	



[ABOVE] You often come across dainty little scenes like this on your travels, but according to Psygnosis' physics, a monster truck couldn't flatten a wooden shed.

can drive over cars after all, and it would have been good to crush these wrecks like dirty fag packets as you pass over it in your chariot of power (calm down Graeme - Ed).

FEARLESS

Left with only the race to amuse you, it would make sense for something besides driving and turning to be possible, but clearly there hasn't been enough time put this into the races either. It is so hard to force one of the computer controlled to budge from its racing line that you give up trying before long. Colliding with one of them often just causes all the wheels to get stuck together and some awful slowdown to occur as you attempt to jiggle your way

out of it. Sorry Psygnosis, but that doesn't seem fun.

Monster Trucks is also woefully short on multi-player fun. There is no simultaneous two player options such as split screen or two PlayStation link-up, but you do get a turn-based game played by up to nine people which in theory sounds like a laugh, but don't be fooled.

The worst crime perpetrated by this game is the inability to really trash your truck, because it won't even flip onto its roof no matter how hard you try, and that is just silly for a game sporting such otherwise impressive realistic movements.

Monster Trucks could have been great, and hopefully someone with a better concept of fun will take the challenge to produce the definitive 4x4 game. Such gaping flaws in gameplay are sad to see, set deep into a title that has some good aesthetics. The faulty collision, the restriction on playing with the trucks in case you damage them, and the shallow gameplay are all problems which someone at Psygnosis should have picked up on. Wait for something better to come along, unless you are uncontrollably desperate.



[ABOVE] Do everything you can to avoid plunging into the lava. Although it doesn't kill you instantly, it is very fast at eroding your suspension. There's no melting or catching fire though.



[ABOVE] Any and all damage is shown only by smoke billowing from the rear of the trucks. There is no visible structural damage. Didn't Psygnosis make *Destruction Derby 2*?



PLAY

LOOKS	●●●●●○
SOUNDS	●●●●●○
GAMEPLAY	●●●●●○
VALUE	●●●●●○
BOUNCE	●●●●●○

PLAYED 74%

Great idea, good cars, pants game

ALTERNATIVELY:
HARDCORE 4x4 (81%)
DESTRUCTION DERBY (82%)

SUPER PUZZLE FIGHTER II



STREET FIGHTER 2 MEETS TETRIS? SURELY THE WORLD'S GONE MAD.
 TRY TELLING THAT TO **CAPCOM**, CREATORS OF **COUNTLESS** ARCADE CLASSICS,

Doh! Why didn't

we think of that. In hindsight it's so obvious. Take two legendary games – both with a cult status, simmer gently for several months and serve up with a side helping of two spare weeks to fully appreciate. Yes, *Super Puzzle Fighter II Turbo* (*SPF2T*) is a gourmet treat. It's literally taken the best elements of the aforementioned games and thrown them together to produce an awesome hybrid of frighteningly addictive proportions.

CHAIN REACTION

Adhering to the premise that the simplest ideas are the best, *SPF2T* takes this concept to the very limits. The idea is child's play: beat your opponent to the punch by piling up coloured gems on your side of the screen and then dissolving them using special gems of the same colour which are distributed liberally. The more

you break, the more fall onto your opponent's screen; causing the *Street Fighter* characters to 'biff' each other with dragon punches and fireballs. If you finish with a particularly large combination then your Ryu or Chun Li will perform an awesome finishing move to add insult to your opponent's injury.

It sounds simple, doesn't it, and it is. Easy to pick up and impossible to leave, this is *Bust-A-Move 2* territory with knobs on. To date this unrivalled classic has remained the definitive puzzler experience on PlayStation – due to its incredible 'just one more go' factor. So how does *SPF2T* measure up in comparison? The exciting news for fans of the genre is extremely well.

The appeal of this game is twofold. Firstly, you want to see your opponent squirm as he/she battles against the relentless tide of falling counter gems as you pull off another chain reaction. And



[Above] This is the Puzzle Mode: for every winner, there has to be a loser. Winning this bout should endow Sakura with a special bonus.

secondly, witnessing the excellent animation antics of the *Street Fighter* and *DarkStalker* characters as they unleash one of their spectacular combos. The pace is always utterly frantic, usually over in under a couple of minutes, and gives players an uncontrollable urge to come back for more.

Take your eyes away from the ensuing madness for just a split second and it's curtains. *Puzzle Fighter* requires total concentration and lightning reflexes. Pulling off five and even seven hit combinations is pretty tough for even an

PLAY+ INFORMATION

Publisher: Capcom
Supplier: The Skill Academy
 on 0181 567 9174
Price: £44.99 (US Import)
Release date: Out Now

ONE PLAYER

MULTIPLE PLAYERS

MEMORY CARD



THERE'S AN EXCELLENT OPPORTUNITY FOR RYU IF HE CAN GUIDE THIS BLUE CRASH GEM INTO THE LARGE POWER GEM.



THERE THEY GO! KEN'S IN IT UP TO HIS NECK NOW AS ALL THE BLUE GEMS ARE SENT ON THEIR WAY BY PLAYER ONE.



THE RESULTANT FALL OF COUNTER GEMS ON KEN'S SIDE OF THE PLAYFIELD CULMINATES IN A 'SHINAKU-HADOKEN'.



THERE'S NOTHING LIKE THE SWEET SMELL OF VICTORY... OR THE ROTTING STENCH OF DEFEAT.



[Above] Ken takes a pasting, as Felicia unleashes the deadly 'Litterbox Kick'. This move requires a two hit combination gem smash.

MANGA MANIACS

HERE'S THE LIST OF CONTENDERS, ALL HAVE BEEN TAKEN FROM THE ARCADE HITS *STREET FIGHTER II* AND *DARKSTALKERS*. EACH CHARACTER IS PRESENTED AS A YOUNGER, SUPER-SMALL INCARNATION OF THE ORIGINAL. VERY CUTE THEY ARE TO.



PLUS: AKUMA (HIDDEN CHARACTER).

THERE ARE FOUR OTHERS: AMANDA, DAN, DEVILOT AND LEI-LEI.

FIGHTER II TURBO



[Above] Chun-Li demonstrates the 'Kyaku-Retsu Kyaku' (two Hit) combo. Funnily enough, she's one of the weaker characters.



[Above] Literally huge Power gems can be created by stacking enough of them together. Murrigan is in for a big surprise any second now.



[Above] Sakura attempts to finish off the exhausted Felicia, but notice the yellow Power gem explode. It could turn this match around for her.

experienced player, requiring an element of strategic planning, which adds to the longevity no end.

STACK 'EM HIGH

So that, as they say, is that. Naturally, there is a wealth of options such as playing in either Arcade, Street Puzzle (gain special powers), Versus and a special Master mode where all the subtleties and tactics are explained by the highly enthusiastic Dan.

Words fail to describe the addictive qualities of SPFTz. Before you realise it, hours have passed you by and your girlfriend has left you. Do we care though? Do we heck as like! The *Street Fighter* and *DarkStalker* characters imitate their older arcade cousins flawlessly as they perform



[Above] Dan enthuses about the way you can destroy several Power gems in a chain reaction. Seriously impressive.

all the combos that we're familiar with. Add to this the sheer unadulterated addition of the modified *Tetris* engine and its plain to see why everyone should buy this. Now.



"An awesome hybrid of frighteningly addictive proportions!"



[Above] Donovan demonstrates the power of his 'Sword Grapple', a two Hit combo.



[Above] Just look at the resultant Counter gems fill up the screen.



[Above] Chun-Li reels back as Hsien-Ko lets loose the awesome Iron Rain seven Hit combo. This is one of the toughest moves to pull off, but well worth it!

PLAY

LOOKS	●●●●●○○○
SOUNDS	●●●●●○○○
GAMEPLAY	●●●●●○○○
VALUE	●●●●●○○○
ADDICTION	●●●●●○○○

PLAYED 90%

Just one more go...

ALTERNATIVELY:

- BUST-A-MOVE 2 (88%)
- HEBEREKE'S POPITTO (43%)

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WALL OF GAME

TOBAL No.1

PT 2

PLAY magazine April 1997

CHEATS

SECRETS

[1. CHANGE CAMERA PERSPECTIVE]
On the character selection screen, hold L2 and R2 until the fight begins. In a two player game, both must hold the buttons.



[2. CHANGE COSTUME]
On the character selection screen, hold up on the D-pad and press any attack button.



[3. EXTRA CHARACTERS]
Finishing each quest activates a new playable boss.
Finish Quest 1 for Snork
Finish Quest 2 for Mufu
Finish Quest 3 for Udan
Finish Quest 4 for Tori (Udan's Dungeon)

[4. WINNING POSES]
When you win a match, press ▲, ■, X, G for the different winning poses.



KEY FOR THE MOVES:

u - up
d - down
f - forward
b - back
/ - or
~ - quick
G - Guard
J - Jump

[GRAPPLING MOVES]

Pull - b, b
Push - f, f
high - G+■
low - d+G+■

[ATTACK BUTTONS]

▲ - high
■ - mid
X - low

Crouch Guard (CG) - hold d+G
WS - While Standing

[COMMON MOVES]

Overhead kick - J~X (use pad for direction)
Rising kick - J~▲/■ (use pad for direction)
Roundhouse - J, ▲/■/X (use pad for direction)
Side Hop - u, d+ (use this to dodge an attack)
Run - f, f



This month we tackle part two of Sony's *Tobal No.1* - the superb new high resolution beat-'em-up developed by Squaresoft in Japan. With many of the standard characters out of the way last month (if you missed it call 01202 200200 for a copy now!), we now present the secret characters and of course the many cheats. Next month, the mighty *Soul Edge* reviewed last issue will be comprehensively tipped, with every secret move and a guide to the Edge Master mode.

PLAY INFORMATION

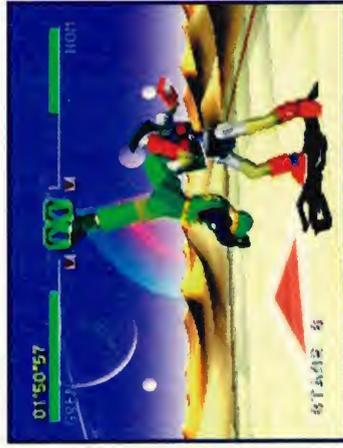
Publisher: Sony
Customer Support: 0171 911 8176
Price: £44.99
Release date: Out now

TOBAL No.1

WALL OF GAME

OF

TOBALNO!



MUFU

- b+▲ – Scorpion kick
- b+■, ■, ■ – Crab kicks
- f+▲, ▲, ▲, ▲ – Scissor punch, Hammer, Hammer, backhand
- f+■ – Arm Stretch
- f+X, X, X – Crawl kicks (3x)
- f+X, ■ – Crawl kick, Rising SK



SNORK

- b+▲ – Right Hook
- b+■ – Spinning uppercut
- f+■, ■, ■, ■... – Sit & Slam, infinite Hammer
- G+▲, ▲, ■, ■ – Beat Knuckle, Overhead punch, Spinning overhead punch
- While Standing Attacks
- WS+■ – Back Hammer



UDAN

- b+■ – Flash Kick
- b+X – Sweep (WS)
- f+▲ – Spinning Highkick
- f+▲ ~ ▲ – Longer Spinning Highkick
- f+■ – Backhand uppercut
- f+X – Lunging Sweep (WS)
- b, b+▲ – Spinning Highkick
- b, b+▲ ~ ▲ – Longer Spinning Highkick

Dodging Attack

d, d+■ - Right backhand swipe
 u, u+■ - Left backhand swipe

Turning Attack
 ■ - Buck Kick

Frontal Grapple

f+G+■ - Jumping Piledriver
 b+G+■ - Jumping Piledriver
 Pull, f+G+■ - TFT
 Push, b+G+■ - DDT
 Push, f+G+■ - Trip down
 Push, b+G+■ - Gaint Swing



Dodging attacks

d, d+■ - Left Uppercut
 u, u+■ - Right Uppercut

Frontal Grapple

f+G+■ - Powerbomb
 b+G+■ - Powerbomb
 Pull, f+G+■ - TFT
 Pull, b+G+■ - DDT
 Push, f+G+■ - Trip down
 Push, b+G+■ - Gaint swing



b, b+■ - Headbutt

b, b+■~■ - Dropkick

b, b+X - Low headbutt

f, f+■, ■ - Overhead Flipkick, Kickflip

f, f+X - Low Dropkick

G+▲, ▲, ■ - Spinning Highkick (2x), Rising kick

G+▲, ▲, X - Spinning Highkick (2x), Sweep *

G+▲, ▲, X~■ - Spinning Highkick (2x),

Sweep, Backflip

Run+■ - Dropkick

Run+X - Low Dropkick

b+G+■ - Reversal (Armlock)

While Standing Attacks

CG, f+■ - Flashkick

CG, f+■~■ - Flashkick, Backflip

CG, f+X - Forward sweep (WS)

CG, b+■ - Jumping Stomp

WS+■ - Flashkick

Dodging attacks

d, d+■ - Side cartwheel Headbutt

d, d+■~■ - Side cartwheel Jumping Stomp

d, d+■~X - Side cartwheel Low Dropkick

u, u+■ - Side cartwheel Headbutt

u, u+■~■ - Side cartwheel Jumping Stomp

u, u+■~X - Side cartwheel Low Dropkick

Turning Attacks

▲ - Overhead punch

■ - Turnaround Dropkick

Frontal Grapple

f+G+■ - Jumping piledriver

b+G+■ - Jumping piledriver

Pull, f+G+■ - TFT

Pull, b+G+■ - DDT

Push, f+G+■ - Leg spring

Push, b+G+■ - Giant Swing



TORI

f, f+▲ (▲, ▲, ▲...) - Rolling Kicks (Infinity...)

f, f+■ - Flip Kick

f, f+X - Jump Kick (Low)

f+■ - Cartwheel Kick

b+X - Spinning Jump Kick

b+■, ■ - Backwards then Forwards Cartwheel Kick

G+X, X - Hook, Overhead

Run+▲ - Jump Kick

Run+L - Jump Kick (Low)

Dodging attacks

d, d+■ (■, ■, ■...) Hard Hook (pressing ■ again does Ollems' Chicken Dance)

While Standing Attacks

WS, ■ - Thrust kick

Reversal

b+G+■ - Arm Grab

Frontal Grapple

G+■ - Flip Throw (Like Chuji)

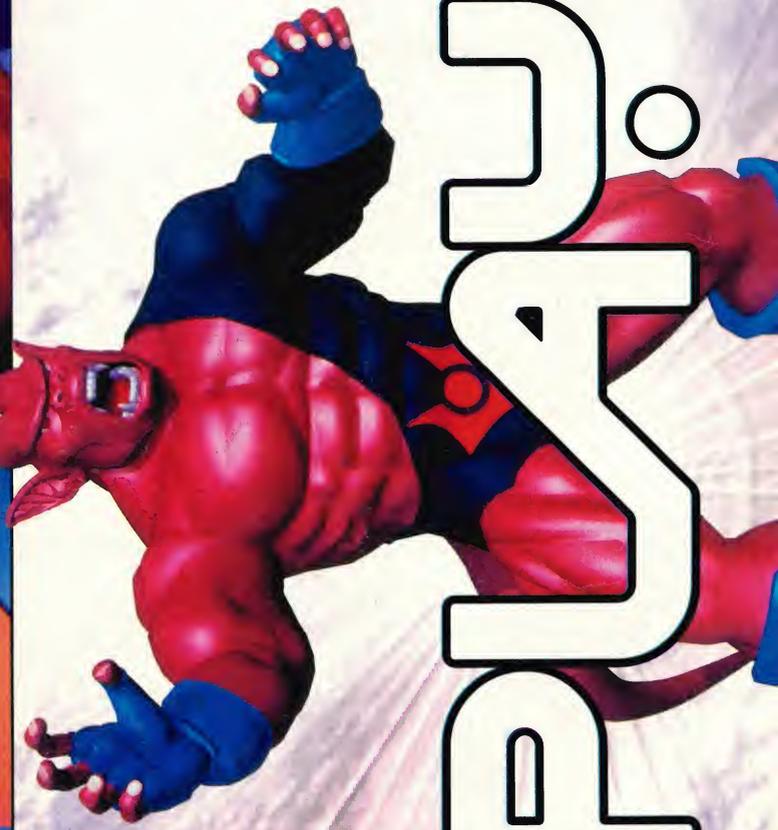
Push, b+G+■ - Jump Up, Back Toss

Pull, f+G+■ - TFT

Pull, b+G+■ - DDT



PLAY!



TOBAL NO. 1



PLAY's news section is the envy of the world! With late-breaking exclusive stories, PlayStation revelations and items on every new game coming to the console. It's always in PLAY first!

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[ABOVE] Better than Sony's puny *Crash Bandicoot*, now you can own BMG's awesome *Pandemonium*!



[ABOVE] *Destruction Derby 2* is the most destructive force on PSX and far better than the original.



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JET RIDER



IF SOMEONE TOLD YOU THEY HAD COMBINED A MOTORBIKE, A JETSKI AND A ROCKET, WOULD YOU GET ON IT?

Originally called

Jet Moto in its native America, *Jet Rider* has at last crossed

the Atlantic for an official release and it comes as no surprise that it displays the same kick-ass attitude as *Twisted Metal 2*; both games coming from the same developer, Single Trac.

What you have here is a frantic multi-surface racing game using a new form of vehicle called a Jet Bike, which is a kind of hovering jet-ski that is just as happy to tear along a muddy track or section of road as a stretch of ocean. Racing against a staggering 19 other competitors, the starting grid is quite a sight to behold, and after the countdown it gets immediately shambolic, with impatient riders already attempting to separate you from your bike. It's a bit like *Road Rash* in this respect.

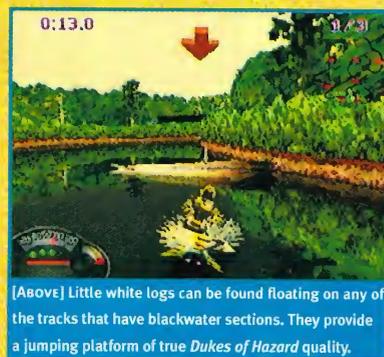
There are 20 of these jet bikes instantly available for your racing pleasure, split between four teams with

five bikes and riders in each. Import confectionery fans will be pleased to see the familiar "Butterfinger" sponsoring one of the teams, and flipping between all the bikes on the sharp and pleasing high-resolution menu lets you compare the vital differences (handling, acceleration, mass and lift) between them all.

Presumably, the mass and lift attributes are meant to have some affect on the TruePhysics™ 3-D system employed in the game to give a realistic representation of inertia and momentum, but to tell the truth it still just seems like a mad arcade game instead of a complex simulator.

DIRT JEER

The bikes and riders do have tremendous versatility though, with much more than just a digital left or right steering method to learn. Pressing Down causes the bike to lift its nose into the air, and Up puts



[Above] Little white logs can be found floating on any of the tracks that have blackwater sections. They provide a jumping platform of true *Dukes of Hazard* quality.

weight on the front and causes the nose to dip, which already puts a great amount of control in your hands and comes in especially handy when tackling the jostling of the ocean waves.

If you project yourself to a suitably high altitude with the aid of a wooden ramp or during one of the incredible stomach-churning sheer drops, you can even pull the bike through a full somersault using this technique before splashing back down! This kind of thing impresses girls, so keep it in mind.

However, the most quirky control is the

"It is nothing short of breathtaking to soar over the ocean at insane speeds!"



PLAY INFORMATION

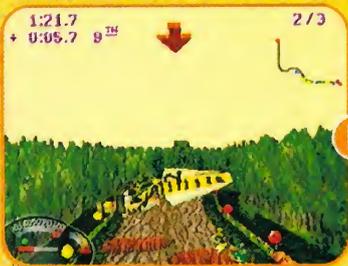
Publisher: Sony
 Customer support: 0171 437 4972
 Price: £44.99
 Release date: March '97



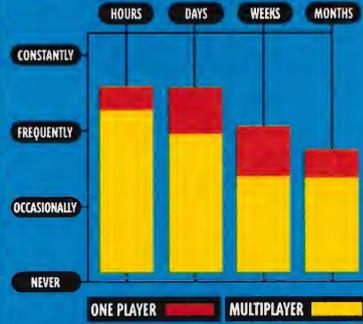
[Above] This track features a scary U-bend that swings you back into the oncoming traffic. Keep your wits about you here unless you want to eat dirt.



[Above] A nice nicely drawn plan of each course is displayed while they load, with advice on riding and important information like where the Grapple poles are.



LONG TERM PLAY...



[Above] An upward facing section of destroyed highway launches you over a little sand island on the Joyride track. You have to get the line just right to avoid man and palm tree becoming one.



[Above] This Butterfinger machine is a total monster of speed, with truly cheek flapping acceleration, but it's not too hot on the corners.



[Above] The split-screen two player game can be fun, but it's oh so quiet compared to the full, twenty-man rally.



[Above] The busy starting grid in all its glory. You have to be really careful not to get bunched into the side of the road as soon as everybody starts.

initially weird Magnetic Grapple. Where Grappling comes into play is during particularly severe corners in the course, where you can shoot out a pink-purplish beam from your bike onto a red energy pole on the very inside of the corner. Once perfected it lets you swing around the bend safely at near-top speed; saving you the embarrassment of putting your nose through your brain on the adjacent rock face.

You can also fire off a turbo up to four times per lap to get an instant burst of speed on straight parts of the track, but

you have to learn where to do so. As well as overshooting corners due to an ill-timed turbo, there are less obvious bits where firing one off can be extremely hazardous, like the seemingly benign dam. Using a turbo here causes you to hurtle off the long stretch of concrete and face-first into a mouthful of metal bars!

DRIER JET

The riders lurch and bump around very well astride their angular metallic beasts, and they generally look convincingly human as they throw their weight from side to side on the turns, or as their knees bend with the impact of hitting a wave. The illusion is somewhat shattered however when they are ripped violently from their bike during a bad crash. The rider suddenly goes completely starch rigid when he comes off, and ends up

spoiling the otherwise cinematic accidents by looking like a dumb airborne mannequin. Clearly jet-bike racers suffer much accelerated rigor-mortis upon their expiration compared to the rest of us.

This is just one of a few little problems present in *Jet Rider*, but the others affect the actual gameplay. For example, the number that displays your current position in the pack will only appear for a few seconds when



WELCOME TO THE HOUSE OF FUN

SINGLE TRAC HAS ALSO DONE WHAT THEY DO BEST BY ADDING A GOOD AMOUNT OF DEVILISH LITTLE SECRETS, LIKE THE PART WHERE YOU CAN SCRAPE ONTO THE RIVERSIDE ON THE BLACKWATER TRACK, AND CRASH RIGHT THROUGH THE FRONT DOOR OF A HOUSE AND OUT THE BACK, MEANING YOU GET TO MISS A DIFFICULT HAIRPIN CORNER.





[Above] The Blackwater Falls track sports a gorgeous sudden drop down a waterfall. Hit the Grapple as soon as you land to wrench yourself round that corner.



[Above] That poor bloke at the left used to be attached to his bike, till I stuck the point of my craft into the back of his head. If skill can't get you to the front of the pack, violence will.



you pass a checkpoint, and just blink out, so if you're concentrating mainly on the action of establishing a position and getting round the track, and then want to know what position you are in of the 20 riders, you have no way of knowing until you pass another one.

The water on the ocean sections really doesn't look like water either, just one single shade of flat blue with occasional

“Jet-bike racers suffer much accelerated rigor-mortis...”



[Above] When there is a lot of spray from the water, it can look quite impressive.



[Above] The water on the river tracks is much nicer than the sea effect, but it's much too reflective, which can make it feel like you're floating in mid air.

triangular prisms gliding along it. To be honest, it looks awful, and anyone who has seen or played *Wave Race* on the Nintendo 64 will feel especially cheated that the PlayStation could not produce something similar.

Another, bigger disappointment is that when playing in the head-to-head split screen mode with a friend it is only possible to race against each other – the computer controlled players are excluded. This turns the courses into very lonely places indeed. At least you can play in vertical or horizontal split screen, just like the fabulous *Twisted Metal 2*.

CISTERN GAL

Although *Jet Rider* is really not very pretty, its strengths come in the form of the pure exhilaration and thrills it offers during a race. It is nothing short of breath-taking to soar over the ocean at insane speeds, and suddenly ploughing onto the broken sections of freeway and then high in the air, just waiting for the moment when the tail of the bike will slap into the water and you can unleash a turbo to nudge past that annoying bloke buzzing around in front.

It is the constant rush of variation on each track that makes it so fun to throw the bike around, and even though it's tough to beat, *Jet Rider* rewards your persistence with ample delights by using the win-to-unlock-other-tracks method, with ten large courses eventually becoming selectable.

Twisted Metal 2 fans who are intrigued but think they may miss their weapons will not be disappointed either, as *Jet Rider's* gameplay keeps you continuously engaged in just making it round the track, with no time to fire fiddly missiles. If you can handle the mayhem of *Twisted Metal* with the finesse of *Wipeout 2097* then pick this up.



LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
TURBULANCE	●●●●●●●●●●

PLAYED **85%**

Flying is NOT the safest way to travel

ALTERNATIVELY:
WIPEOUT 2097 (93%)
THE NEED FOR SPEED (94%)

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[Above] The lighting in *City of Lost Children* is dynamic and in real-time. Notice how our heroine stands out.



[Above] Notice the luminescent sea, there's no way I'm swimming in there!



[Above] Miette can interact with a variety of objects and people. Here she's discovered how to exit the warehouse.

MOVIE OF THE LOST CHILDREN

BASED HEAVILY ON THE QUIRKY FRENCH FILM - THERE'S PLENTY OF FMV TO REMIND YOU THROUGHOUT.



THE CITY OF LOST CHILDREN

THE FRENCH ARE RENOWNED FOR THEIR EXQUISITE CUISINE AND LUSH GRAPHICS, BUT CAN THE LATEST OFFERING FROM CODE-MEISTERS PSYGNOSIS SERVE UP SOMETHING TASTY?

Lock up your

daughters and bolt the door, the Kiddie-catchers are back in town and they mean business!

They've dusted-down the big nets and pass the time prowling the streets in an attempt to capture the children of the city.

In the light of recent events involving the abduction of young children, we would like to point out that *The City of Lost Children*, based on the recent French Art House film of the same name is, of course, pure fantasy. During the dead of night, children are being unceremoniously loaded into vans and despatched to the thoroughly reprehensible scientist, Krank. This geezer is ageing prematurely, due to the fact that he can't dream, so obviously the only solution to his little problem is to tap into and suck out the dreams of all the children for his own absorption. The rat.

LA CITE DES ENFANTS PERDUS

You fill the shoes of the streetwise and tenacious girl Miette, who's the undisputed ringleader of the orphanage where you temporarily reside. So it comes as no surprise that the onus is on you, as one of the few remaining children, to thwart Krank and his Cyclops cronies before the city becomes totally bereft of under-thirtens.

The City of Lost Children is basically an

adventure presented in true *Alone in the Dark* fashion and looks so French, you can almost smell the garlic. The game throws you into a world filled with bizarre characters set against the well-trodden environment of warehouses, backstreets, alleyways and docks.

Initially, you're pretty much under the anti-social influence of Pieuvre, the headmistress of the orphanage who consists of two Siamese twins joined at the hip since birth (yuck!). The terrible twosome make you steal an assortment of valuables for a living (you've got to pick a pocket or two), failure to do so resulting in a stint whiling away the hours in the cellar.

PLEASE SIR, MORE GRUEL

At least doing Pieuvre's dirty work enables you to roam relatively freely throughout the confines of the city, although the constant flicking of camera angles can induce nausea and bring on moments of face-scrunching disapproval. Why-oh-why do some programmers still insist on trying to disorientate the player? Granted, many of the backgrounds (as in innumerable French titles) are as aesthetically-pleasing as seeing Pamela Anderson suck on a Flake, but a fleeting glance at the current crop



[Above] A lot of action takes place by the sea. These areas are accessed by gangways and ramps.

of games such as *Tomb Raider* quickly dispels this approach in favour of a smooth scrolling approach.

Strangely, given the fact that *City of Lost Children* relies heavily on gorgeous backgrounds to fool you into thinking there's more gameplay than there actually is, the backdrops on the whole are muted to say the least. They just look so lifeless and pastel-like in appearance; its almost as if they have been directly ported from the PC and left for dead. The actual quality of the artwork is not in dispute, but when you consider the effort that has obviously gone into the polygonal characters, they simply don't match.

On a lighter note, Miette and the rest of the 19 characters look suitably impressive. For example, when let's say that she needs to pick up the key from Pelade the henchman, he actually reaches into to his pocket, gives you the key, then grumpily ushers you away. Character depth doesn't get more advanced believe me. Special mention

PLAY INFORMATION

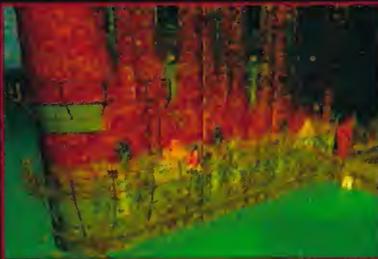
Publisher: Psygnosis
Customer support: 0151 2823000
Price: £44.99
Release date: 18 March '97



ONE PLAYER



MEMORY CARD



[Above] The whole city is littered with gangways and walkways. Its quite easy to get lost.



[Above] An example of the original artwork incorporated into the game.



EARNING A DIS(HONEST) CRUST

THROUGHOUT THE GAME MIETTE HAS TO ACCOMPLISH VARIOUS TASKS, MANY OF WHICH INVOLVE STEALING VALUABLES FOR THE SIAMESE TWINS WHO RUN THE ORPHANAGE. EVENTUALLY YOU BREAK OUT AND SEARCH FOR THE LOST CHILDREN, BUT UNTIL THEN IT'S ERRAND TIME.



MIETTE IS ORDERED TO ROB THE CASHIER'S HUT. BUT FIRST SHE MUST TALK TO PELADE TO GET THE KEY.



THE GRUMPY PELADE EVENTUALLY GIVES HER THE KEYS, THEN TELLS HER TO GET LOST - HE'S A BUSY MAN, APPARENTLY.



THE ONLY WAY TO GET INTO THE CASHIER'S HUT IS TO DISTRACT THE WATCHMAN. THE ONLY PROBLEM IS, HOW DOES SHE DISTRACT HIM? MAYBE IF...



THAT'S IT, BY FUSING THE ELECTRICS FOR THE LIGHTHOUSE, MIETTE MAKES THE WATCHMAN RUSH FROM HIS POST, THUS LEAVING THE HUT UNGUARDED.



SHE'S IN! THERE'S NOTHING STOPPING HER ROBBING THE TILL AND MAKING A QUICK EXIT.

CHILDREN



[Above] Sometimes breaking into a house involves just rummaging around to find something interesting.

LONG TERM PLAY...



“...Draws you in like a rabbit to the beams of a speeding car!”

must be made of the dynamic lighting system that Psygnosis has incorporated to the surroundings, too. They're extremely atmospheric and complement the ambient musical score perfectly.

The whole *City of Lost Children* experience draws you in like a rabbit to the beams of a speeding car. If you like your entertainment more cerebral, immersive and presented at an all together more leisurely pace then this game could well be right up your alley. Graphical disappointments aside, you will thoroughly enjoy the filmic moments this game continually delivers, but it's certainly not a



[Above] Should Miette fail to leave the classroom immediately she is thrown into the cellar and must stay here until released many hours later. Time passes realistically and you can often miss important meetings or rendezvous.

PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
ENIGMATIC	●●●●●●●●●●

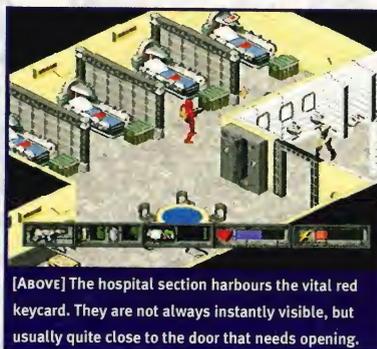
PLAYED **78%**

Charming, engaging and very French

ALTERNATIVELY:
ALONE IN THE DARK (77%)
DISCWORLD (74%)



[ABOVE] This central bomb launcher causes no end of destruction. Take it out quickly.



[ABOVE] The hospital section harbours the vital red keycard. They are not always instantly visible, but usually quite close to the door that needs opening.



[ABOVE] Massive destruction is the order of the day. Try not to get too close to the energy-sapping explosions unless you like third degree burns that is.



CRUSADER

Now here's a game

that knows where its going. Route one,

straight for the throat and without a care in the world. But does the title fulfil its promise and provide an unrelenting crusader with, er, remorse or deficiency?

In *Crusader* you play the 'The Silencer', a deadly anti-terrorist soldier who, until recently, did your nine to five for the World Economic Consortium - the undisputed rulers of the free world. During a routine mission with two other silencers, you begin to question the motives of the WEC and after an unprovoked attack by an ED-209 mechanical guard clone, in which your two buddies are slaughtered, you change your allegiance to a breakaway faction known as The Resistance.

CHARCOAL GRILLED

First impressions of *Crusader* are admittedly a little disappointing. You may have seen the graphically superior all-singing, all-dancing Super VGA version on the PC, so it is with more of a cowering whimper than a catastrophic bang that a dull looking *Crusader* shuffles onto the PlayStation. Suffice to say, it's an isometric 3-D shoot-'em-up, not dissimilar to Konami's *Project Overkill*.

Just seconds into the game you find yourself in a lab jam-packed with combustible scenery, and believe me, everything around you in this game can be

NO REMORSE

EMBARK IN A CRASH COURSE OF UNPARALLELED DESTRUCTION IN THE LATEST SLUGFEST FROM ELECTRONIC ARTS. OH, AND DON'T FORGET YOUR MATCHES.

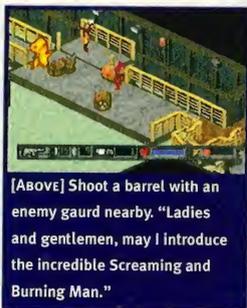
destroyed. Hold down the X button on the controller pad and pepper the entire room with bullets in a slow 360° arc and feel that stress just wash away as men, machines and bits of furniture are all shredded.

In fact, if you can't blow it up, you can pick it up. Interaction with specific objects and scenery adds to the destructive mayhem and ultimately, brings real purpose to each of the 15 massive levels. The real icing on the cake has to be waiting for an unfortunate enemy to walk past a tank or barrel full of fuel and letting loose with a barrage of lead which causes a chain reaction, resulting in him running around like a headless chicken in a ball of fire! Marvellous. Although the animation is far from perfect, it's this uncanny attention to detail which keeps you coming back for more, and coupled with a perfect learning curve which gently introduces you to the

many facets of gameplay, it makes *Crusader No Remorse* a joy to play long term.

KENTUCKY FRIED

Control over The Silencer becomes second nature after about half an hour's play. In addition to the usual directional movement, he can roll in any direction, strafe, crouch, access any object in the inventory and retreat (to save his cowardly hide). They are all completely intuitive and before you realise it, you're performing like a circus tumbler without a care in the world.



[ABOVE] Shoot a barrel with an enemy gaurd nearby. "Ladies and gentlemen, may I introduce the incredible Screaming and Burning Man."

PLAY INFORMATION

Publisher: Electronic Arts
Customer support: 01753 549 442
Price: £44.99
Release date: March '97



ONE PLAYER



MEMORY CARD



Switches are located all around *Crusader's* many levels and they activate nearby doors or shut off obstacles like this forcefield



Active weapon

Rounds remaining clips inventory life force power bar

These crates can be destroyed with a short burst of machine gun fire, as can just about everything else in the game



[ABOVE] Just look at the damage that can be done. Almost everything can be destroyed.

“Feel that stress just wash away as men, machines and bits of furniture are all shredded!”



[ABOVE] Use your blue keycard to remove the forcefield. This is a common occurrence and each level necessitates the player to collect quite a few.

REMOTE CONTROL

ACCESS THIS TERMINAL AND TAKE CONTROL OF AN ED-209 ROBOT. YOU CAN CAUSE ALL SORTS OF HAVOC UNTIL IT EITHER GETS DESTROYED OR COMES TO A PART OF THE SCENERY THAT IT CAN'T MANOEUVRE PAST. TAKE NOTE, IF YOU LEAVE THE CONTROL PANEL THE DROID WILL ATTACK YOU!



Each mission consists of an FMV sequence outlining specific objectives, and then you are plunged into enemy territory with a limited amount of death-dealing equipment (more can be collected on the way) and the idea is to wipe out anyone you encounter and collect coloured keycards to open up new areas to explore.

Crates can also be opened revealing hidden bonuses such as

life-replenishing medikits, ammo clips, spider bombs and power cells. In the earlier levels its a good idea to hoard as much ammo as possible, because you'll definitely need it later on.

MEDIUM RARE

Crusader No Remorse never gives you a chance to draw breath, perhaps it's the fact that you can still frag opponents that aren't actually visible on-screen, or interact with objects both live and inanimate in an uncomplicated manner. The list of notable little touches such as being able to guide the spider bombs once released, manipulation of flaming and hot steaming ducts in order to thwart enemies and create new entrances, and taking control of automated sentries, is endless.

Okay, so your horizon is a little short, due in part to the isometric viewpoint, but once you are in total control of the main character, you learn to live with it this. It all adds up to a gaming experience like no other, where the unadulterated pleasure of destroying everything in your path is unrivalled so far by any other game (not counting the forthcoming *Syndicate Wars*).

Crusader is certainly worth serious consideration, but it's such a shame that the graphics look like poor PC hand-me-downs because other than that, it's a damn fine game.



1



2



3



4




PLAY

LOOKS ●●●●●○○○

SOUNDS ●●●●●○○○

GAMEPLAY ●●●●●○○○

VALUE ●●●●●○○○

SUPRENOVA ●●●●●○○○

PLAYED 80%

Cookin' on gas, man

ALTERNATIVELY:
PROJECT OVERKILL (89%)
X-COM: TERROR FROM THE DEEP (88%)

RIOT

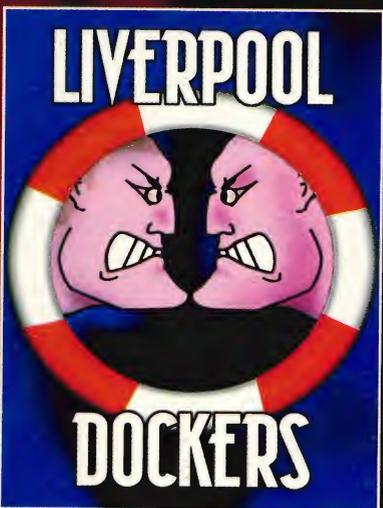
SINCE *SPEEDBALL 2* WAS SUCH A SUCCESS FOR THE BITMAP BROTHERS IN THE EARLY DAYS OF 16-BIT HOME COMPUTING, THE PEOPLE HAVE WANTED AN UPDATE. IS THIS VIOLENT FUTURISTIC SPORT FOR THE LATE '90S?



[Above] Those low down camera angles can really get you close to the action. Duck!



[Above] Here you can clearly see the green charger at the back of the court. It takes two seconds to charge the ball.



goal, with a score from the outside zone being worth three points, through to one point for the closest zone.

The sporting influence for defending the hoop from your opponents is less obvious, because as they shoot you have the brief opportunity to close it, with metal teeth clamping down around its edge. After some practice this gets rather too easy to do though and makes it a bit simple to stop the other guy scoring.

During a game you will notice little burning flares landing on the court in what we can only imagine is the futuristic equivalent of throwing bog roll onto the pitch. Run over them and you'll see that they are actually the power-ups for your players, giving such goodies as triple running speed or punching power, health and greatly increased accuracy in throwing the ball. The game can be played in a practically endless number of views, even the classic *Speedball*

At some unidentified

point in the future, the game

would be too simple if that was all there was to it, so some sneaky little ideas have been implemented.

PLAY INFORMATION

Publisher: Psygnosis
 Customer support: 0151 2823000
 Price: £44.99
 Release date: March '97



ONE PLAYER



MULTIPLE PLAYERS



MEMORY CARD

of *Riot* has taken over from the previous national sports, and in doing so has caused the ruin of the empire set around them. A mixture of American football, basketball and ice hockey, *Riot* is pulling the crowds in as well as the sponsoring, and it looks as though it is fast becoming the single most popular sport in the US.

So, what do you actually do? Well, *Riot* is a game of only a few simple rules. Two of the 16 international teams face each other in an oval-shaped arena, trying to score as many points as possible before the time limit elapses. There is only one goal which both teams can score in, a spinning hoop in the center of the arena that hovers above the ground. A goal is scored by throwing the glowing plasma ball into the hoop. It is clear that this

ICE CREAM, ICE CREAM

To get a goal, each team must gain possession of the ball and then barge their way into the other team's half of the arena through all the defence to charge the ball on a coloured strip known as the charger.

The home team's charged ball is coloured purple, the away team's is yellow, so hopefully you won't make any mistakes. It can be odd getting used to using just one goal and having to charge the ball before scoring, so while you're learning you might make several mistakes. The most infuriating mistake is tackling the ball from your opponents and performing the perfect shot into the goal hoop – only to realise that it was already charged by them and so you have scored an own goal! This teaches you to pay attention to the colour of the plasma ball though, so it shouldn't happen too often.

The main basketball influence is the scoring system, so the points increase for the further you are from the goal hoop. There are three circular zones around the



[Above] The purple light is one of the power-ups which a kind member of the audience has thrown onto the court.

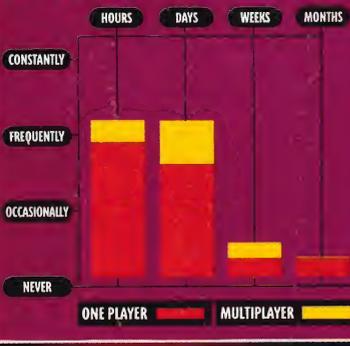
“The crowd move like they're held in a huge jelly-mould”

THE KING

IF YOU STILL HAVE AN AMIGA, NIP OUT AND GET YOURSELF *SPEEDBALL 2* FOR ABOUT A TENNER INSTEAD. ONE OF THE TRUE CLASSICS OF VIDEO GAME HISTORY, *SPEEDBALL 2* HAS HEAPS MORE GAMEPLAY TO OFFER YOU, EVEN TODAY. WITH ITS SLINKY CHROME SCORE MULTIPLIER, THE FEARED LETHAL BOUNCE POD AND MONEY TO PICK UP AND SPEND ON BIOMECHANICAL IMPLANTS, IT REMAINS AT THE TOP OF THE IMMORTALLY COOL GAMES CHART.



LONG TERM PLAY...



overhead view, and although the graphics are quite dark and nothing special, there are good light sourcing effects on the reflective courts and players from the glowing ball. So it's perfectly adequately done, but the game is still hard to recommend...

ROLLERBALL

The crowd move like they're held in a huge jelly-mould, shifting as one great organic mass. The programmers could have at least got them to animate in different ways. And in many of the views, especially those fixed at the side of the court, the camera doesn't move fast enough to keep the ball on-screen, which can get frustrating during a game of this pace. But there are bigger gameplay problems still. The computer controlled players in the teams don't have any detectable artificial intelligence, unlike a good football game for example, so they



[Above] Each team has four active players and two substitutes, all with their own strengths and weaknesses.



[Above] The ball constantly affects the court and players with some quality live light sourcing.



[Above] After scoring a goal, the ball rapidly spins around the edge of the hoop until it hurtles off, back into play.



[Above] Now would be the perfect time to press the Square button and tackle that bloke with the ball. In a situation like this, possession is guaranteed.



[Above] When the ball has not yet been charged by either team, it gives off a lovely orange flaming effect.



are never in the right place to pass to when you're trying to work your way over to the charger. They always wait in their respective halves of the court, and this gets extremely annoying. Also, without getting a power-up, the player chasing the one with the ball moves at almost the same speed, so you are forced to do a really long, straight sliding tackle to have any chance of getting possession. The outcome of a game shouldn't be decided on anything as random as where a power-up lands, but that is unfortunately what happens, as you wait to get hold of a speed-enhancing pick-up.

Riot doesn't quite go far enough with its new ideas, and it can really get tedious even after fairly short spells of play. It might be worth checking out for football or hockey games fans who are looking for something a bit different, but a PSX equivalent of *Speedball* it is sadly not.



RIOT



PLAY

LOOKS	●●●●●●●●
SOUNDS	●●●●●●●●
GAMEPLAY	●●●●●●●●
VALUE	●●●●●●●●
BOUNCE	●●●●●●●●

PLAYED **72%**

A good concept, not done well enough

ALTERNATIVELY:
TOTAL NBA '96 (94%)
SPEEDBALL 2 (AMIGA)

TEN PIN ALLEY

PULL ON THOSE SHINY SHOES AND POLISH YOUR BALLS AS WE JOIN ELECTRONIC ARTS IN THE KERR-AZY WORLD OF TEN PIN BOWLING.

Let's get something

straight. In my opinion, Ten pin

bowling is about as much fun as catching rabies. It's one of those quirky little games that appeals to a growing army of fanatics who religiously pack bowling halls that can usually be found near a motorway turnoff and next to an adjoining cinema complex. Enter *Ten Pin Alley*.

STERRRRRIIIIIIIKE!

The player can choose from one of six wacky rendered characters whose strengths and weakness vary to suit certain styles of play. For example, Chucky is pretty accurate but not very powerful, whereas Dean is a good all-rounder incorporating speed and accuracy. There's a dose of female interest too in the form of Flo and Jill, so there's something to suit everybody's tastes. All are rendered creations which move with all the style and grace of burns victims.

Utilising the now familiar Swing-o-Metre™ swing power system after the initial

teething problems is a doddle; as with *PGA Tour Golf*, it's all down to timing, with the added inclusion of after-touch to produce spin on the ball. In an attempt to add something fresh to what is essentially a basic game, a few 'hilarious' mannerisms have been thrown in to create a bit of comic relief. Use too much power or mis-time the snap and you are treated to a cut-scene which, to be quite honest gets on your tits after seeing it 50 times. Welcome enhancements include an option to change the design, weight and colour of the balls, enter tournaments, practice trick shots and add your own logos to player's shirts.

KINGPIN

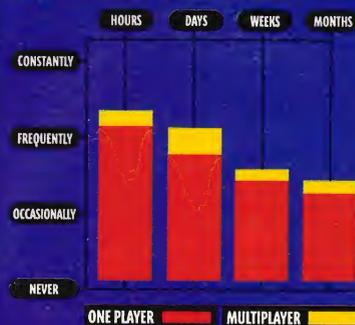
If you're an ardent fan of Ten Pin bowling we can safely surmise that EA has a product which encompasses every aspect of the game with all the customary bells and whistles. Watch those pins spread when you get a strike – it's just like being there! The only questionable aspect of the sport lies in the long-term playability and the lack of variety in gameplay. Once you've

"The rendered creations move with all the style and grace of burns victims!"

learned how to get a strike that's pretty much it. You must be a BIG fan of bowling to endure this very mechanical simulation. To be honest, the real thing is far more enjoyable.



LONG TERM PLAY...



PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
POLISHED	●●●●●●●●●●

PLAYED 60%

Fun for a while, but the novelty wears off

ALTERNATIVELY:
PLAY IT FOR REAL AT YOUR LOCAL BOWLING HALL.



[ABOVE] Is there no end to this comical genius? And where's Benny Hill?



[ABOVE] Deans falls over again. I laughed and laughed and laughed!

PLAY INFORMATION

Publisher: Electronic Arts
Customer support: 01753 549 442
Price: £44.99
Release date: 7 March '97



ONE PLAYER



Dean J
16 lb Resin

[ABOVE] To get the right shot, first use the green arrow to set the swerve, then the other two for the swing.



NPC Chucky J
16 lb Resin

[ABOVE] Chucky is probably the best character when you're learning the ropes. He's fat, slow and pretty accurate.



FLO NEEDS A BIG SCORE. THE TENSION MOUNTS AS SHE GIVES IT THREE-QUARTERS POWER AND TIMES THE 'SNAP' PERFECTLY.



THERE IT GOES, STRAIGHT AS A DIE. ALL THAT REMAINS IS A LITTLE AFTERTOUCH, AND YOU'RE HEADED FOR 'PLUMB CENTRAL'.



THAT SHE BLOWS! IT'S GONNA BE CLOSE, BUT CAN SHE KNOCK 'EM ALL OVER?



STEEEEEEEEERRRRRRRRRRRIIIIIIIIIII KEE! YES SHE CAN. CUE STUPID AND BADLY ANIMATED CELEBRATION SEQUENCE.

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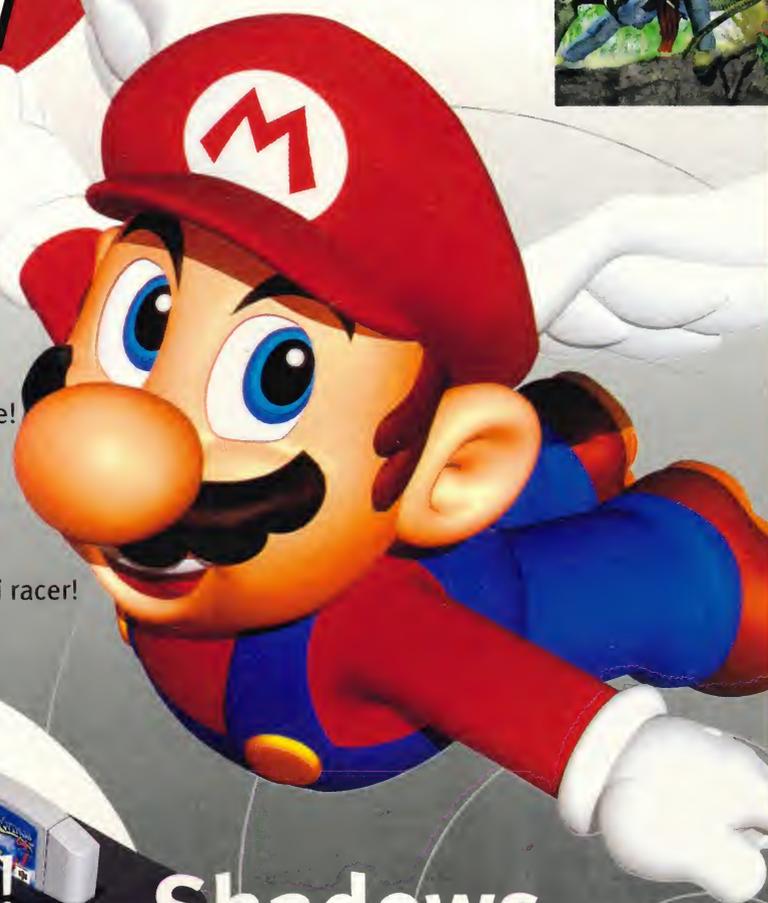
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BE AFRAID, BE VERY AFRAID. BMG'S NEW VAMPIRE GAME IS HERE, AND IT'S PACKED WITH THE KIND OF THINGS YOUR MOTHER WOULD DISAPPROVE OF...

"I didn't care

if I was in Heaven or Hell. All I wanted, was to kill my assassins. Sometimes, you get what you wish for. The Necromancer, Mortanius, offered me a chance for vengeance, and like a fool, I jumped at his offer without considering the cost. Nothing is free. Not even revenge..."

And so Kain's adventure begins, after being turned away from a bar late one evening (something which I'm sure many of you are familiar with), only to be ambushed by a gang of sword-swiping henchmen who murder him in the street. The mysterious Mortanius resurrects him as a vampire, giving him the chance to visit justice on the thugs who killed him in such a cold manner, but Kain soon finds that a task of greater magnitude awaits him, returning the land to the peace it

enjoyed in the past.

Your quest is to locate and retrieve nine items from around the land, and take them back to the Pillars of Nosgoth one by one. The idea is that each pillar represents one of the evil tyrants that have turned Nosgoth into such a horrible, dark place since Ariel (represented by the pillar of balance) was murdered and the rest of them went mental.

BEWARE

As time passes during each day, Kain must have human blood merely to survive. The victim must be stunned and swaying from injury or chained to a wall before you can take what you need, and it is possible to vacuum the stuff in from several feet away - right out of their neck! At first it is likely that you will start out with good intentions, just draining your enemies of their blood, but later on it gets hard to resist slashing innocent villagers for sustenance, maybe after a particularly hard fight where you lost a bit too much energy and there just don't seem to be any of those dumb thugs around. Of course, it's only a short time after you've

crossed that moral border and are hacking into young women by the truckload, sometimes just for the hell of it, or because they "got in your way."

The lonely, wandering unlife that vampires always seem to follow is well simulated in *Blood Omen*, mainly because when you kill people within the walls of any dwelling, they are truly dead for the rest of the game and so no longer present any nutritious benefit. These people return as glowing ghosts, which is no good for your blood supply as you can imagine, and this creates the problem that if you stay in one area for too long it will get very thin on people whose blood you can suck, and so you are driven to always keep going, on to the next town where there is fresh supply. Sucking the creepy blue gunge of these wandering spirits will add to your magical energy supply, but this is of less urgency than finding real blood, which you need simply to exist in your undead form.

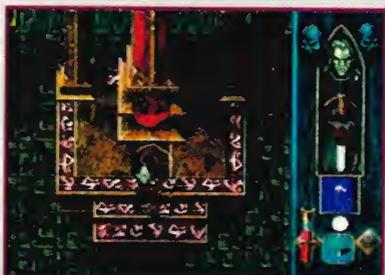


[Above] Flip to this screen during the game to assign the various weapons and powers to Kain in a way that makes them easy to select in a hurry.

"It gets hard to resist slashing innocent villagers for sustenance..."



[Above] Here Kain has found the bat morphing power and a beacon which he can fly to at any point later on.



[Above] These impressive temples give you the opportunity to save your game, and tell you how many days and hours you've been playing.

PLAY INFORMATION

Publisher: BMG
Customer support: (0171) 973 0011
Price: £44.99
Release date: 7 March '97



ONE PLAYER



MEMORY CARD

PARENTAL GUIDANCE

BLOOD OMEN IS PACKED WITH SOME VERY FRIGHTENING VIOLENCE INDEED, BORDERING ON THE OUTRIGHT SICK AT TIMES. IT CAN QUITE EASILY BE DEMONSTRATED THAT IT PROMOTES A DISREGARD FOR THE VALUE OF HUMAN LIFE, WHAT WITH HAVING TO KILL NON-VIOLENT, INNOCENT PEOPLE SO OFTEN, SO IS THERE GOING TO BE AN OFFICIAL CERTIFICATION WHEN IT HITS THE STREETS? WE'RE THINKING OF A 15 RATING IF IT GETS ONE.

THE EXCELLENT FLAY WEAPON (SEE PICTURE) IS ONE OF THE FIRST BRUTAL TOOLS OF DEATH THAT YOU'LL PICK UP. IT SKINS THE VICTIM ALIVE!



LEGACY OF KAIN



[Above] At night, you can take your fill from the sleeping people who are not expecting a visitor.



[Above] Pressing L2 at any time during play brings up this zoomed-out view of the surrounding area for you to scan.



[Above] The knife throwers are easy to kill if you keep on the move, always dodging around them and getting the odd slash in.



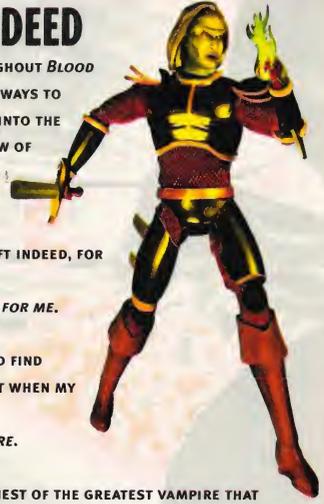
[Above] If you get the positioning right, you can swipe your sword though two or three people at once.



[Above] At the Pillars of Nosgoth, you will meet Ariel's ghost in a spooky FMV sequence. Pay attention though, what she says is important.

STRANGE WORDS INDEED

D KAIN SPEAKS IN AN ODD MANNER THROUGHOUT *BLOOD OMEN*, USING SOME BEAUTIFULLY POETIC WAYS TO DESCRIBE OFTEN SIMPLE THINGS. TO GET YOU INTO THE SWING OF THINGS, WE HAVE TRANSLATED A FEW OF HIS PHRASES FROM THE GAME INTO MODERN DAY GAMING LANGUAGE.



"THIS ANCIENT VIAL BEARS WITH IT A DARK GIFT INDEED, FOR WITH IT MY LIFE FORCE IS INCREASED."
TRANSLATION: *COLLECT THESE, THEY'RE GOOD FOR ME.*

"WITHIN THE WALLS OF THIS CHAMBER I COULD FIND RESPIT, AND IF I SO CHOSE, RESUME MY QUEST WHEN MY WEARINESS ABATED."
TRANSLATION: *YOU LIKE, SAVE YOUR GAME HERE.*

"REPUTED TO HAVE BEEN RIPPED FROM THE CHEST OF THE GREATEST VAMPIRE THAT EVER LIVED, JANOS ORDEN, THE HEART OF DARKNESS RESTORES VAMPIRE UNLIFE. LIFE IS PRECIOUS, JANOS DISCOVERED, AS IT WAS TORN, THROBING AND BLEEDING FROM HIS CHEST."
TRANSLATION: *THIS IS A CONTINUE ICON.*

"THERE IS NO GREATER RELEASE THAN THAT FROM VENGEANCE, AND WITH MY ASSASSINS DEAD, MY QUEST WAS OVER."
TRANSLATION: *I KICKED THEIR ASS.*

UNDEAD FOE

An every-day problem that you have to deal with is steering clear of water, which burns you very quickly if you touch a river, but just stings if you are caught in the rain. Your power is also subject to being diminished during the daylight hours and heightened at night, so you become noticeably stronger in the darkness. A little sun dial and the rotating sun/moon icons will help you keep track of time, and you can use this to your advantage for planning attacks. Moving around becomes more

interesting as the game progresses and you earn new forms which you can transform yourself into. As the wolf you can jump up onto platforms that are unreachable as a person, or as the bat you can instantly fly to any of the posts that you have tagged and "remembered."

No matter what you choose to turn into, it saps your magic power while you are transformed, and so it is wise to keep an eye on the blue hand to the right of the screen, which displays your current magic supply. It can be embarrassing to be walking around undetected in a small town using your magical disguise, when it suddenly wears off in the middle of a street and you are set upon by peasant nutters.

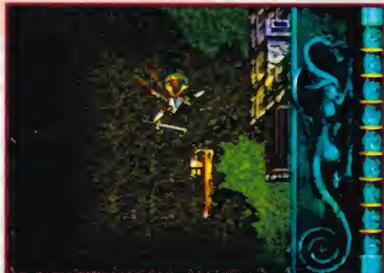
Although it looks like there would be, there are no real RPG elements to *Blood Omen*, as people talking with you is a rare thing, and even when they do there is no chance to make a reply. The only part that really provides anything over just slashing and hacking your way to the end is the management of your magic spells, and following the well devised story.

For this reason the game may get too repetitive, but for some the story should be compelling enough. The main

downside to having no other elements is that you will almost certainly never play through it again after you finish it, with no chance of any real difference in the sequence of events.

KILLER TITLE

Anyone who knows of *The Horde*, which first appeared on 3DO will recognise the style of



[Above] In the first scene when you are murdered, this bloke finishes you off with a great big sword in the back. Gotta hurt.



[Above] This guy with the ball and chain think he'll have a go. Slay him in front of his woman.



Kain's graphics immediately. Besides the isometric view there are many similarities between the two. It's all two-dimensional, and uses the old fashioned method of individual frames of animation for each character. This has its good points and its bad points though, because you get wonderfully smooth movement and detailed characters, but all those frames have to be loaded into memory, and that creates some annoying pauses in the action. For example, when you change Kain into a wolf there is a nasty pause as all the new frames are dumped into memory. So you can't make it look cool and morph as you're still walking, which would be smart. Manimal never had to put up with this, why should we?

There are other tedious pauses as you step in and out of houses, or into new areas of land, and all this stopping and starting can really try your patience after a while.

Still, Kain's adventure is strangely involving, whether it's due to the quality of the dramatic narration at certain points,

or the thrill of seeing people as walking vials – nothing but convenient containers for your food before you slay them.

Blood Omen is engaging enough, and if you buy it you will certainly play it through to completion. But there are just some unfortunate problems that impair the gameplay, namely those gaps in the action and the fact that you simply will not be playing this after a month or two when you've finished it. Being a vampire is not that much fun after all...



[Above] The little blue triangles like this one increase Kain's capacity for holding magic power.



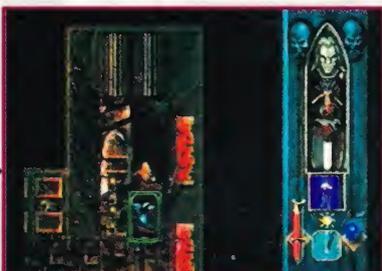
[Above] Taking blood from the people chained to the wall gives you the chance to practice draining them from a good ten feet away.



[Above] Occasionally you'll find these large raised platforms on the ground. Stepping onto them will teleport you to another one, not far away.



[Above] This undertaker vents a considerable amount of blood from his chest after a sharp goading with the trusty iron sword. He'll not swing his spade at you again in a hurry.



[Above] Power-ups can be found in many different containers, like this Heart of Darkness continue found in a stone tomb.



[Above] When you return from the grave, be sure to find the bar man that threw you out on that fateful night and make him sorry.

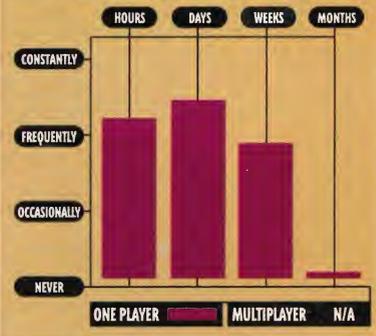
WHAT IF?

BLOOD OMEN: LEGACY OF KAIN IS A GOOD GAME, BUT FRANKLY IT'S MISSING SOME THINGS THAT STOPPED IT FROM GETTING A HIGHER SCORE. IT IS WELL KNOWN THAT, AT PLAY TOWERS, WE DO LIKE OUR GORE, BUT THERE IS MORE THAT COULD BE DONE TO GIVE IT THAT SPECIAL EDGE. HERE ARE A FEW IDEAS FOR *BLOOD OMEN 2* TO MAKE IT THAT BIT BETTER:

1. SLAIN ENEMIES STAY WHERE THEY FALL ON THE GROUND.
2. EXTRA SWORD MOVES AVAILABLE.
3. TALK INTERACTIVELY WITH THE TOWNSFOLK.
4. HEAD EXPLOSIONS LIKE THE FILM *SCANNERS*.
5. MORE MOVING ABILITIES LIKE RUN, JUMP, ETC.

“Manimal never had to put up with this, why should we?”

LONG TERM PLAY...



PLAY

LOOKS	●●●●●●●●○○
SOUNDS	●●●●○○○○○○
GAMEPLAY	●●●●●●●○○○
VALUE	●●●●●○○○
IMPALEMENTS	●●●●●●●○○

PLAYED **81%**

0 Positive, but a bit Resus Negative

ALTERNATIVELY:
SHADOW OF THE HORNED RAT (82%)
CASTLEVANIA X (OUT APRIL)





CHRONICLES OF THE SWORD



POINT & CLICK ADVENTURES ARE FEW AND FAR BETWEEN ON THE PLAYSTATION. CAN PSYGNOSIS CHANGE THE TREND WITH THIS MEDIEVAL ROMP?

Written By Tom Sargent

It's a hard life

when you've just been promoted to an all-singing, all-dancing knight of the round table. All that doing of good deeds malarkey, when all you really want to do is pillage, get drunk and kill people. Oh well, a man can dream.

The latest offering from Psygnosis enables you to play the part of Sir Gawain, who finds himself entangled in the plans of the evil, but strangely erotic witch, Morgana (anyone who saw Helen Mirren in *Excalibur* knows what I'm talking about). Morgana's recently become more than a nuisance to Arthur, so under the guidance of the wizard Merlin, hopefully you can rid Camelot of this scheming bitch.



PLAY INFORMATION

Publisher: Psygnosis
Customer support: 0151 282 3000
Price: £44.99
Release date: Out Now

ONE PLAYER

MEMORY CARD

MOUSE

CHINK

Chronicles of the Sword is essentially a point & click adventure, and having played it for only five minutes my heart sank. The animation of Sir Gawain, and the rest of the characters is an insult to anyone with less than 50% vision, let alone the rest of us. Presented in spectacular jerk-o-vision™, they walk from one end of the screen to the other in what feels like an age. And to add insult to injury there's no sign whatsoever of a skip screen facility to make the journeys less painful. Hmm...

The scenery is unremarkable, regardless of how historically correct it

"COTS is presented in spectacular jerk-o-vision™..."

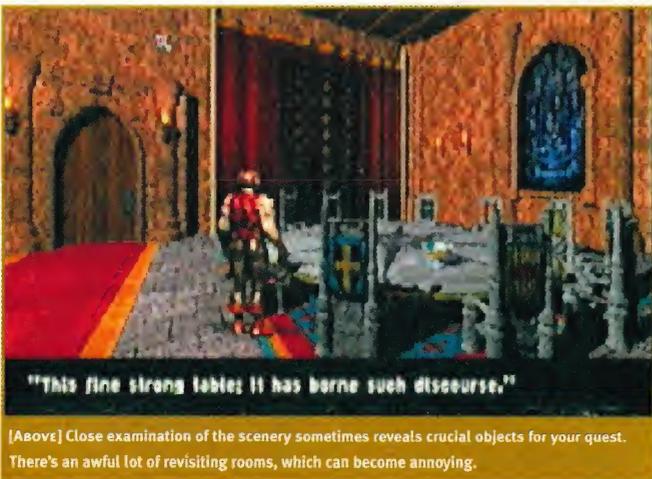
may be; you're just too busy cringing at the ragged 3-D rendered characters to notice. The only saving grace is the quality of the in-game animation sequences, the most notable being the Dragon running out of the cave entrance. But obviously this is not enough to change any rationally-thinking person's mind as to the overall merit of the game.

Progress is made by solving various puzzles and sub-puzzles, fighting and outwitting foes. Don't hold your breath for anything other than the usual 'use object A on object B to gain access to area C' routine, its all been seen before and to be quite honest, done better.

The storyline and musical score are welcome additions to the proceedings and help ease the pain of actually completing the game. But rest assured, PlayStation owners aren't getting anything extra over the torrid PC game – if anything this is an inferior conversion, and believe me that's saying something.



[Above] The blacksmith is a grumpy old fool who always seems too busy to talk to anyone. In order to complete Merlin's first quest, you have to commission a half-finished helmet, so keep pestering him – a bribe perhaps?



"This fine strong table; it has borne such discourse."

[Above] Close examination of the scenery sometimes reveals crucial objects for your quest. There's an awful lot of revisiting rooms, which can become annoying.



[Above] Interaction with people is paramount if any progress is to be made. Take Wilf for example, he may only be a dung shoveller, but he's full of it (good advice that is).



PLAY

- LOOKS ●●●●○○○○
- SOUNDS ●●●●○○○○
- GAMEPLAY ●●●●○○○○
- VALUE ●●●●○○○○
- RUSTY ●●●●○○○○

PLAYED 43%

Dull and painfully S-L-O-W

ALTERNATIVELY:
DISCWORLD (74%)
THE CITY OF LOST CHILDREN (78%)

STATION MASTER

CHEATS ▶ TIPS ▶ LETTERS

ONCE AGAIN WE BRING YOU THE **BIGGEST** AND **BEST** CHEATS FOR YOUR **PLAYSTATION** GAMES, WITH A **DIRTY** TRICK TO SUIT **EVERY** TASTE. IF YOU HAVE DISCOVERED ANY **DEVIOUS** SECRETS WHICH YOU DON'T THINK WE'VE COVERED, **PLEASE** SEND THEM TO: **STATION MASTER, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS.** OR E-MAIL **PLAY@PARAGON.CO.UK.**



TEMPEST X³ LEVEL SKIP

During play, press and hold L1, R1, Up-left diagonal, ▲, ●, Start and Select. There will be a grinding sound if you did it right. Let go, and now press and hold these buttons: L2, R1, X, ▲, and Down. You will hear a voice if this one worked.

Now any time you want to skip a level, simply press L1+L2+R1+R2. You will skip to the next level as soon as there are no enemies on the web. Use the Superzapper to clear enemies, letting you teleport away.

CONTRA: L.O.W

Both of these should be entered at the title screen:

EXTRA LIVES

L2, R2, L1, R1, Down, Up, Up, Down
A quiet scream will sound to let you know it worked.

STAGE SELECT

L2, R1, L1, R2, Left, Right, ●, ■, R2 and L2



ANDRETTI RACING DIFFERENT-COLOURED CARS

Choose a new race and then the Begin Career option. When you reach the Register screen, enter these passwords:

Go Bears! – Stock cars

Go Bruins! – Formula One cars

When you go to the car selection screen, you'll see them with new paint and adverts.

EXTRA CAR OPTION

While racing, Pause the game then go to Race Strategy. Now press and hold L1+L2+R1+R2+X+●+Select.

DIE HARD TRILOGY DIE HARD 1 LEVEL SKIP

Pause the game, hold R2 and press in sequence: Down, ●, Left, ■, Up, ■, Left. Now press Start on controller two to access a level skip menu, and press Right to flick through the levels

PROJECT OVERKILL

Start the game then select Review Mission and enter the following codes:

MAX AMMO

Hold ● and press ■, hold ▲ and press X, hold ● and press X, hold X and press ■.

END LEVEL

Press X, Up, Down, Up. Hold ■ and press ●. Hold X and press ▲.

TEST MODE

Press Left, Right, Right, Left. Hold X and press ▲. Hold ▲ and press X.



SOVIET STRIKE

INFINITE CHOPPERS

Go to the password screen and enter 'ELVISLIVES'. When you press X you will hear a gunshot will sound if the code was entered properly.



FIFA '97 ALTER SHADOWS

During a match go to the instant replay mode. Hold R1 and move the D-pad Up and Down to change the size of your players' shadows. Exit the replay and continue the game too see the differences in action

NAMCO MUSEUM VOL. 2 LIFE REFILL

On Dragon Buster, press Select ten times on the title screen and then press Start. When your health gets below 32, press L1 and R1 together to replenish it. It will still cost you a credit each time though... there is a nifty little trick that will refill your life bar at any point during the game.

PLAY

Q&A



JET RIDER

TWO PLAYER COMPUTER AI CODE

Unfortunately you have to win a Full Season at Professional level before this code will work, but it's a good one. When you have won the season it will say 'Codes Enabled' at the top of the screen.

Now type:

●, ■, R2, ●, ▲, L2, Right and Up.



in Vs, Arcade, or Master Arcade mode.

PLAY AS AMANDA

For Player 1: Place the cursor on Morrigan and hold Select, then go to Donovan and press ●.

For Player 2: Place the cursor on Felicia and hold Select, then go to Donovan and press ●.

This code can be used in Vs, Arcade, or Master Arcade mode.

PLAY AS DAN

On the character-select screen, press L1 + R1 + I. This code can be used in Vs, Arcade, or Master Arcade mode.

PLAY AS DEVILOT

On the character-select screen, press R1 + ●. This code can be used in Vs, Arcade, or Master Arcade mode.

PLAY AS LEI-LEI

For Player 1: Place the cursor on Morrigan and hold Select, then go to Hsien-Ko and press ●.

For Player 2: Place the cursor on Felicia and hold Select, then go to Hsien-Ko and press ●.

This code can be used in Vs, Arcade, or Master Arcade mode.

STAR GLADIATOR

BIG HEAD MODE

Hold Right, Start, ●, and ■ after choosing your fighter. Keep them held until the round starts.

SHRUNKEN HEAD MODE

Hold Left, Start, ● and ■ instead of the above code.

BUBBLE BOBBLE

Enter these codes on the title screen:

ORIGINAL GAME

Right, Left, Up, Down, Up, Down, Up

DEBUG MODE

Down, Up, Down, Up, Right, Down, Left, Down, Up and Down.

On Debug Mode, the buttons do the following things:

L1 – last level

R1 – next level

R2 – Debug Menu (see map number, Bub's lives, Bob's lives)

R1 - hide Debug Menu if shown



REBEL ASSAULT II

OPEN ALL LEVELS

Go to the options screen and choose the 'Enter Passcode' option. Now simply enter the following code:

X ▲ ■ ● X ▲.



SIM CITY 2000

FREE CREDIT

On the budget screen, hold s, then press L1, L2, L1, L2, R2, R1, R2, R1. You can now have bonds at 0% interest.

SUPER PUZZLE FIGHTER II

PLAY AS AKUMA

On the character-select screen, press L1 + ●. This code can be used

HERE AT PLAY, WE JUST LOVE TO SOLVE YOUR GAMING PROBLEMS, FROM *RESIDENT EVIL'S* SHADY MANSION AND ALL ITS PITFALLS, TO THE LATE AND TAXING LEVELS OF *TWISTED METAL 2*. FEEL FREE TO DROP US A LINE WITH WHATEVER FIENDISH PUZZLE IS KEEPING YOU AWAKE AT NIGHTS, AND WE'LL SET OUR TEAM OF ADVANCED VIDEOGAME EXPERTS ONTO IT UNTIL AN ANSWER IS FOUND. WHO COULD BE A BETTER LOT OF CANDIDATES TO SEND YOUR QUESTIONS TO? WRITE TO Q&A, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS.

Dear Play,

I recently bought *Destruction Derby 2* and I have completed most of the tracks and have driven all three cars. If you know any cheats at all please could you tell me?

Andrew Wallace, Wallington

There are a few cheats for *Destruction Derby 2* Andrew, so give these a try. You will have to choose Race Type from the main menu screen, and from there choose Championship. When prompted for your name, enter these names exactly as shown here, taking care to get all the upper and lower case letters correct:

MACSRPOO – unlocks all the tracks you would normally have to win in a fair manner. You have to exit out of the Championship and begin a new Practice to try out the new tracks without waiting.

CREDITZ! – Animated credits for the game

ToNyPaRk – FMV sequence

Dear Play,

I am having some trouble with *Crash Bandicoot*. Whenever I get to the end-of-level boss who carries a big machine gun and wears a suit, I can only ever get a couple of hits in at him before I die because he's shooting me all the time. This is getting very frustrating as I just can't figure out how to get past this level, but otherwise I think it's an excellent game. Can you help?

Brian Carroll, Leicester

Well Brian, as with many old-fashioned platform games, there is a sequence to the movements of this boss. The key is to hide behind the chair at the bottom of the screen. It appears his bullets aren't strong enough to get you through that, and when he stops firing to laugh or because his gun is jammed, jump out and spin at his head. Go back behind the chair and simply repeat this until he is dead!

Dear Play,

I bought *Tomb Raider* several weeks ago and I would adore a cheat for full weapons and unlimited ammo. This would help kick those sodding monsters' butts to the moon.

Yours anxiously waiting,

Daniel Kynes Hughes, West Midlands

You'll be after the Maximum Weapons cheat then. Go to the inventory screen, and press L1, s, L2, R2, R2, L2, I, L1. Lara will sigh if you put it in right. Go back into the game and then to the inventory screen again, and all the new shiny weapons will be there.

COMMAND & CONQUER

GDI TACTICS

SOLVED



PART TWO OF OUR **FANTASTIC FULLY MAPPED COMMAND & CONQUER SOLUTION** COURTESY OF – OURSELVES! TIME TO LOAD YOUR **WEAPONS**, STOP **BLUBBING** ABOUT MUMMY AND **KICK** SOME NOD ASS! CHAAAAARRRRRRGE!

[GDI CAMPAIGN]

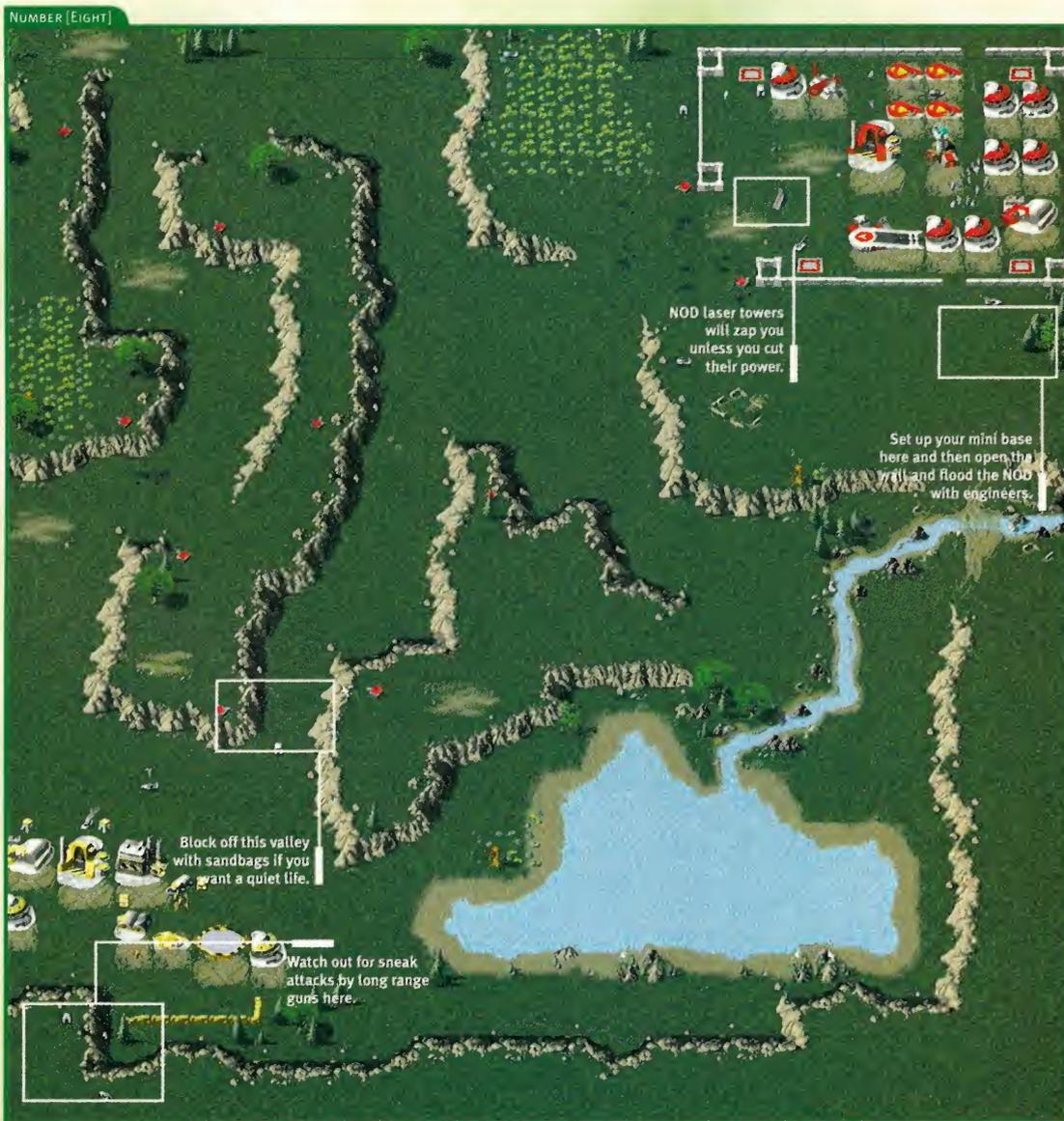
MISSION 8: ROMANIA
Password: LW32DZZSX

You start this mission at the entrance to two valleys. Above are NOD gun turrets on either side which must be eliminated when before your harvester starts wandering looking for the Tiberium at the top of the map.

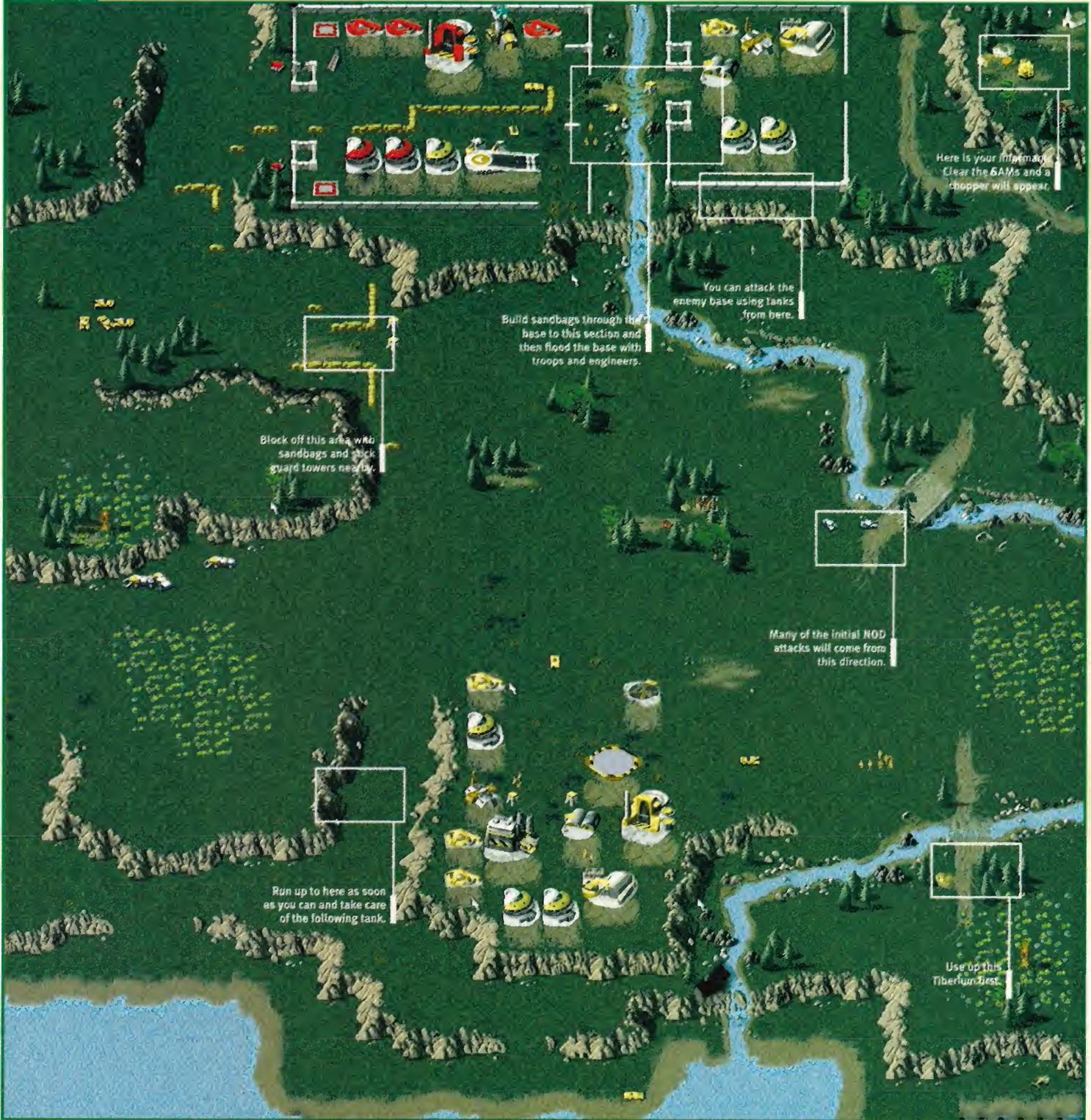
Establish your base and build sandbags up the left side of the terrain. There is a huge plot of Tiberium at the top left, so build your bags up the valley and block off the top section from the right. This will prevent NOD launching sneak attacks. Use a tank and a load of grenade men to systematically take out every gun turret as soon as you can. If you send in the men first, the turrets will only fire on them and save your more vulnerable tanks from attack.

In order to ensure NOD cannot attack you, block off both valleys at their thinnest point with sandbags and put guard towers at each who will warn you of attack with their gunfire. Now build up your base and include some ORCA attack craft for long range attacks, but don't send them into SAM infested areas or they'll be instantly shot down.

With your base in full swing, send a jeep up to clear out darkened areas (making sure you re-build the sandbag defences behind it) and check out what NOD's doing. Build sandbags up to the base and block it off to stop them re-supplying. Beware – NOD has a laser tower and if you get too close, it will zap whatever's in range. To attack it you must deprive it of power, so the best way to defeat this base is to go



MISSION [NINE]



below it and create a mini-base which can be mobilised quickly.

Blow a hole in the bottom wall of the NOD base being careful not to hit any buildings or the enemy will be alerted. Establish a barracks just below the trees and block it off with bags just in case the enemy attack. Start getting some engineers on call, and also bring up any armoured vehicles from your original base. Use rocket launchers and grenade men to pound enemy

vehicles over the walls – be especially wary of the NOD howitzers because they can hit you from miles away.

When you have sufficient strength, send in engineers and first capture the power stations (shutting off the laser tower), then the airport, barracks and refinery. Attack the base full force and wipe out troops and men as your engineers seize hold.

Special note: If you're getting short of cash incidentally, a good way to

raise some finance is to take over and sell the enemy airport a few times. If you don't build sandbags over the gap, NOD will keep rebuilding it again and again.

MISSION 9: GREECE

Password: SH4AD9KVC

Immediately send your men up to the right and get them to wait in the gully for the MCV to arrive and join them. Keep out of the range of the gun

turrets and use the group of men to take out the lone tank which threatens you. You must keep the men together and fight as one force because otherwise the tank driver will get bored and run you over. Move the MCV over to the plateau and start your base here.

Always build gun turrets and barracks at the start and keep your small outpost well defended because there will be



 constant small attacks from flame-thrower tanks and rocket men. Get some tanks on the way and then send some men over to kill the small group of NOD troops guarding the way over the river. Send the harvesters down to the lower area of Tiberium instead of the more obvious one or they will be hit by tanks waiting above.

NOD will make one big attack during your early stages using three tanks and loads of men, so be prepared with tanks of your own, guard towers and

men. Do not attack the enemy harvesters unless you want their whole army descending on you! It is better to block them in using sandbags.

Early on, block off the route that the enemy harvesters are taking to the base and this will stop them getting money and nicking your Tiberium. This will also prevent any more forces attacking you, but don't worry about the bridge in the middle of the battlefield, because this doesn't have a direct link to the base.

Build up a huge fleet of tanks and

zap those gun turrets on the left and then create another harvester and start processing the rich field of Tiberium there. A good way to stem the tide of NOD troops who will be building up near your sandbags is to build one long channel one sandbag wide and then stick two guard towers at the end. The troops will be forced to filter down the channel and then blown apart by your twin guns.

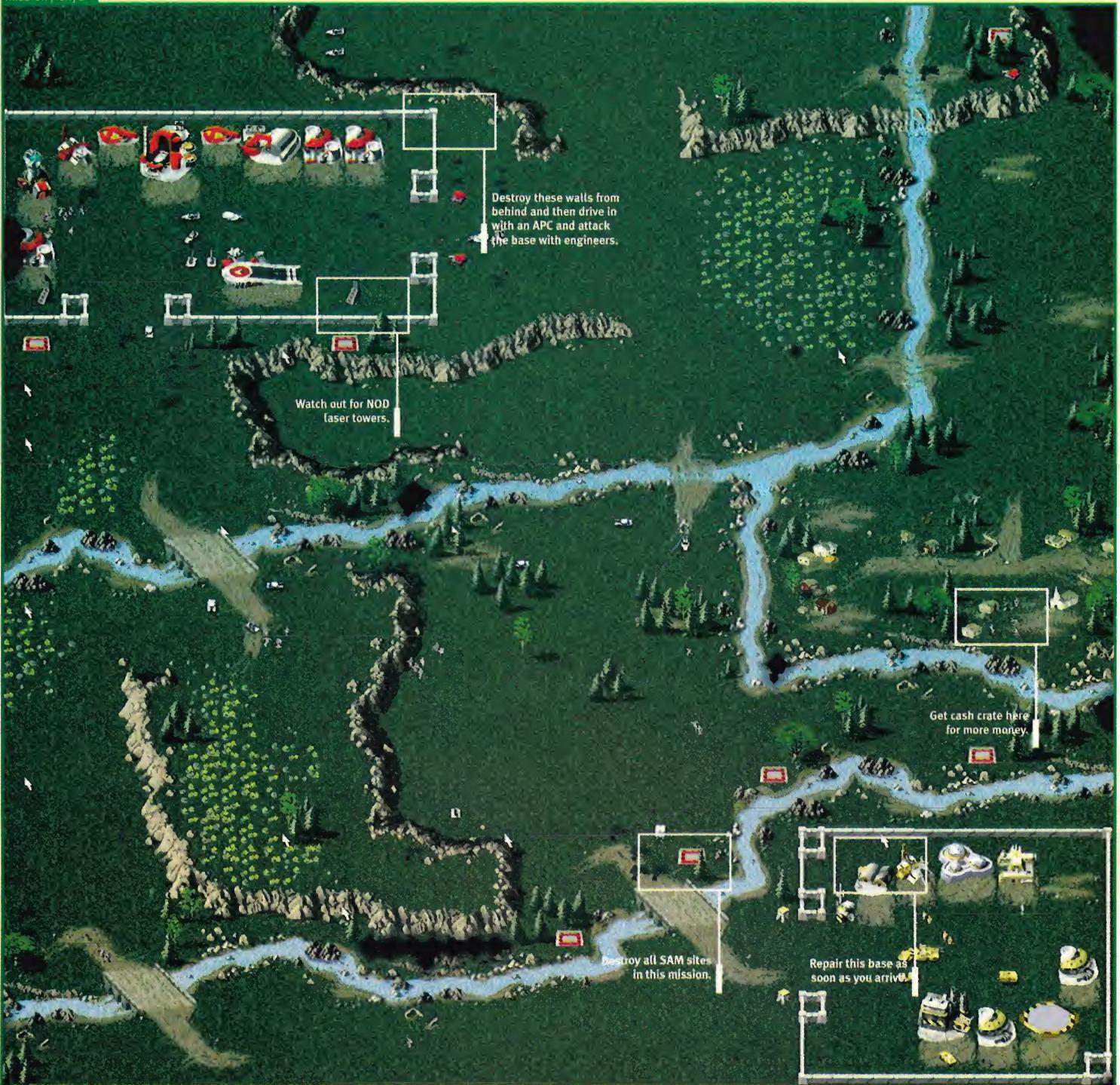
The objective of this mission is to get the spy on the top right of the map, but you must go through the base to

get to him. You can of course uncover him by using Orca attack crafts, but for the rescue chopper to arrive you must take out every SAM site and NOD building.

The main base itself has two NOD laser towers, so extend your sandbag wall right into the base (building silos to uncover the block areas) and then out the back where you can erect a barracks and start taking over the base from within.

Special note: A good way to clear the base for you to send in engineers

MISSION | TEN | B



is to open the sandbags at the bottom and attack a harvester.

You are now given the choice of routes – Albania or Bulgaria. Both missions are the same, but reversed, so that in Bulgaria, your base is on the left side of the map, and in Albania it is the right. The tactics are the same though.

MISSION 10A: BULGARIA

Password: C9NPZHVN9

The objective of this mission is to protect Mobius and also to get rid of all Sam sites to enable him to be taken to safety by helicopter. You base which begins in trouble and in desperate need of repair is ringed by SAMS, and you will get occasional sporadic NOD attacks, but nothing serious.

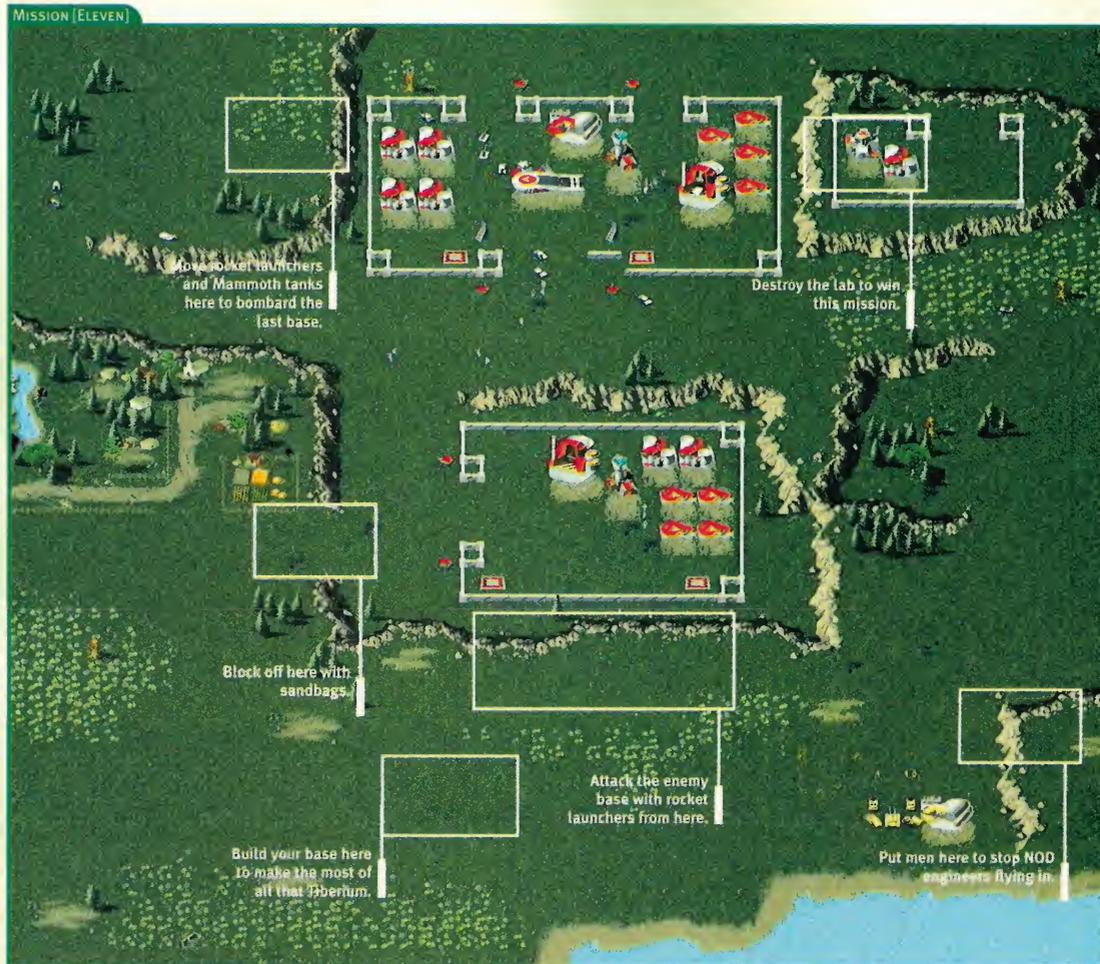
There is a cash crate at the very top of the map next to the SAM site here, and on the Albania map it is at the bottom of the village. You have no sandbags in this level, so eliminate all SAM sites to get an airstrike and you can then attack the base from afar. As in early GDI missions, the key to this and Albania is to get around the back of the base, blow a hole in the wall and then send in engineers.

MISSION 11: YUGOSLAVIA

Password: OFC1L2RMC

If you build an advanced communications site in this mission and all subsequent ones you can obtain an orbital ion cannon which is good for blasting the enemy base from miles away. Be warned though, although it looks cool, it is completely underpowered and will not even destroy a whole powerstation, so it will need some assistance.

First of all, scout around the immediate area and build your base between the two fields of Tiberium on the left. This will ensure quick cash flow and also force enemy troops to wade across the poisonous chemicals. Build sandbags up the left and block off the small entrance to the base to stop their harvester and buy you some



time. It's probably also worth getting two harvesters early on and double your rate of income. Don't attack the village above you though, or the full force of NOD will attack you, sandbags or no sandbags.

A good tactic is to build lots of rocket launchers and position them on the ridge overlooking the base. These will take care of any new vehicles or men. Also, send some men over to the small outcrop on the far right as NOD will occasionally send choppers over with engineers and try to take-over your base. Your men should sort them out before they get there.

The big surprise of this level is that the base you initially attack is not the main one, just a supply depot, and once you've dealt with it using rockets and engineers you find more enemy forces pouring from the north. A good idea is to block off that avenue of attack before dealing with the mini base.

With one base gone, move a large number of rocket launchers up the left

side and position them ready to attack base number two from above. Shift some of your newly acquired mammoth tanks (you get these and the rocket launchers when you build an advanced comms centre) up to the new base (block off the entrance first) and then get some APCs full of engineers at the ready.

Now attack the many powerstations on the left of the base using your rocket launchers to deprive the NOD laser towers of power and then plunge the rest of the base with tanks and men. Take over the airport first as otherwise it will spew out loads of vehicles, and use the ion cannon to zap the gun turrets or Hand of NOD. Destroy the lab on the hill to complete the mission.

MISSION 11: YUGOSLAVIA 2

Password: 77RPZ4QXA

The object of this mission is to stop the NOD convoy from reaching its destination, but you only have limited resources because of the short time scale. Move a Hum-Vee to the northwest until a river crossing appears. Go over it, head southeast and seek out the enemy mobile artillery. Once found, get a rocket launcher to fire near the artillery. After

everything is destroyed, move the launcher north while at the same time seeking and destroying artillery units located below the hill.

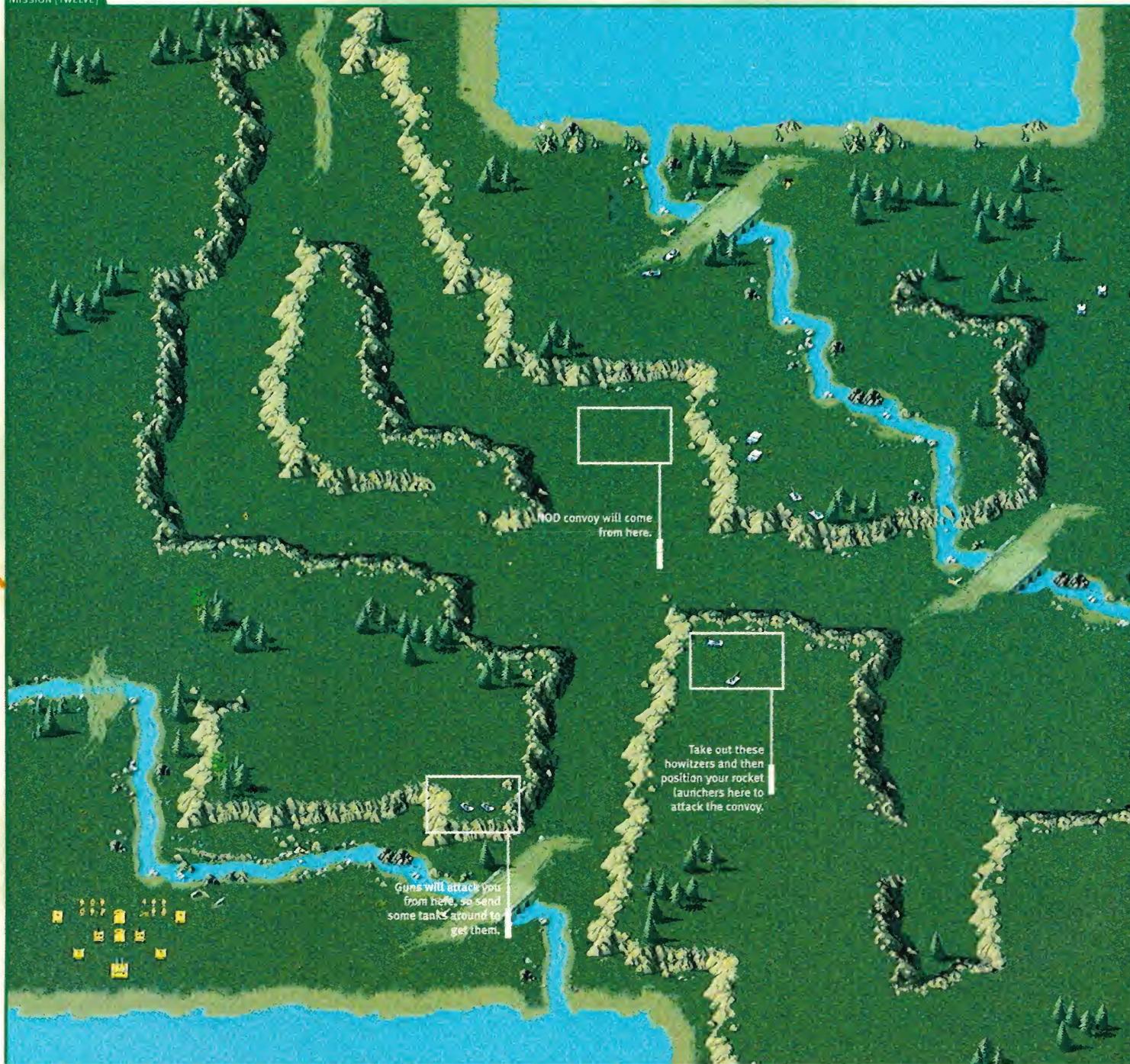
Now set up a road block using the tanks at the bottom of the bridge (in the east). Use one of the Hum-Vees to move north through to the end of the valley to attract the enemy's attention. Place the rocket launchers at the hill overseeing the bridge. As soon as the enemy appears, move the Hum-Vee back to the bridge and re-create the road block. Enemy tanks and other vehicles will come down and fall into your trap.

When everything is destroyed, move your tanks and one rocket launcher out of the valley so they are facing the east valley. Reconstruct the road block at the bottom of the bridge using Hum-Vees and APCs so that stealth tanks will not crush your infantry.

Using the rocket launcher, seek out the artillery hiding in the north part of the hill on the northeast. When everything is destroyed, stealth tanks might appear. Use the tanks to eliminate them. Meanwhile start moving all your units, including the rocket launcher, to where your tanks are. Take the tanks east until a bridge appears, move to



MISSION [TWELVE]



the bottom of the map, then west. Stealth tanks will appear which can be easily destroyed.

Move all available units over the other side of the bridge. Move the tanks north and seek out any enemy tanks and stealth tanks in the area. Again, get all units to move west until a bridge appears. This bridge is guarded by buggies which are easily eliminated.

If there are no enemy units present on the map, get all units to do a wide sweep of all hills and valleys to find any remaining stealth tanks.

MISSION 12 – BOSNIA
Password: OX3CCPYK9

This is the final mission where you have to take out Kane and his final base. It should be noted that there are in fact three different maps for this level, but they all boarder on the same base; you just attack it from different angles. This password will take you to the one mentioned below, but all are similar.

Starting in the top-right corner, move the tank left to see off the three enemy soldiers while deploying your MCV. When the APC arrives, unload it and send the two engineers to capture the nearby NOD power station and communications centre. While building a barracks, see off another enemy

attack and ensure that their engineers don't reach your buildings.

Now sandbag the gap to the west of your base to keep the enemy at bay – you may want to build an additional concrete wall. Build a refinery to harvest the nearby Tiberium, then an advanced power station and a couple of guard towers to protect the west side of the base. Take some grenadiers and bazookas south to demolish the two gun turrets on the hills. Sandbag the river crossing just to the west and up to cut off the entire eastern area. Build a weapons factory and some tanks, then take the latter south to destroy two more gun turrets and a

SAM site.

There are two bases in this mission. One is just west of your starting position and the other is at the bottom of the map where the temple is located. The first base has entrances on its north and south sides. The north is the strongest side as there is a Obelisk Of Light on guard. The south can be approached by crossing the bridge just west of your base, destroying the gun turrets guarding the bridge, before going round the hill. Both sides are guarded by gun turrets.

To capture the first base, use an APC and two to three tanks as well as two groups of two bazookas and three

grenadiers. Before approaching the base, move a Hum-Vee to the left of the playing area to reveal the NOD laser tower – move the unit away from the area before it gets destroyed.

Build the Advanced Communications Centre and use the Ion Cannon to destroy the laser tower.

Now move your attack force to destroy the gun turrets guarding the facility. Use the infantry units. Once destroyed, get the tanks to smash a hole in the wall to the west to give the APC easy access to the refineries and power stations there. Use the engineers to capture some structures,

then start building barracks and a weapons factory. As you get more money, build more engineers and facilities to capture the structures. It is important to build a repair facility in this captured base.

Once the first base is captured, and the nearby SAM sites destroyed, use Orcas to attack the laser tower and powerstation on the hill to the south. There's also a construction yard, Obelisk and power station by the village on the east edge of the map, so destroy these with Orcas when possible.

The main southern base is protected

by two SAM sites to its north: use Stealth (or other) tanks to destroy these, luring away any NOD units with a decoy force. The base's only entrance is on its east side and is guarded by gun turrets and two laser towers. Disable these by attacking the power stations on the north side of the base, then quickly attack the construction yard with plenty of Orcas – and use the Ion cannon in the area to help out.

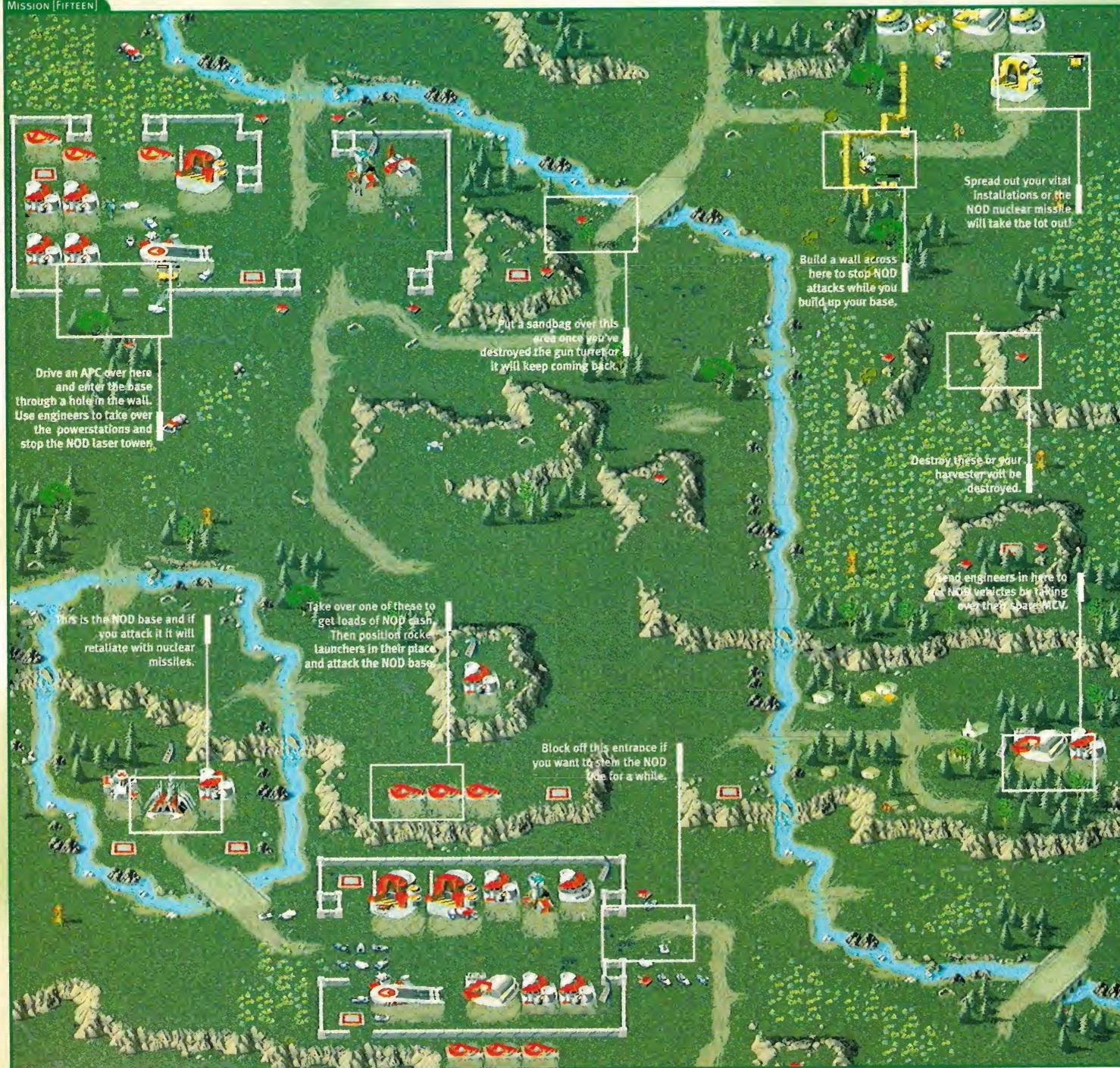
The Temple is on an island accessed by a bridge to the west of the main base and is guarded by a SAM site and Obelisk. When you attack the Temple, it will launch a nuclear strike on your

main base. A good way to limit the damage is to initially spread out your vital installations so that one nuclear strike will not remove all of your capabilities. Once the Temple's destroyed, you may need to sweep the map and destroy any remaining enemy units to complete the mission.



SO THAT'S THE GDI CAMPAIGN SORTED OUT – NEXT MONTH – THE WHOLE OF THE NOD CAMPAIGN AND SOME SECRET ADVICE FOR THE COVERT MISSIONS.

MISSION [FIFTEEN]



HARDCORE



WITH THE **RELEASE** OF THE NEW *MONSTER TRUCKS* GAME FROM PSYGNOSIS, **DOESN'T YOUR COPY OF *HARDCORE 4X4* NEED SOMETHING TO **SPICE IT UP?**** WE ADD A **FEW GOOD SURPRISES** AND SOME **TOP NOTCH** ADVICE TO YOUR **DRIVING LIFE.**



new black super-truck too, with full points in all categories, named Mother.

RAINING FROGS

Type in RAINFROG as above, and frogs will now rain down on the severe weather courses instead of snow or rain. This is also signified by a different head appearing, with lovely shiny hair.

spinning *Hardcore 4x4* logo. Choose Options, and move down to Credits and press X. This will take you to a fantastic version of the Atari antique classic, *Asteroids*. Press X to fire and Circle to thrust. Any of the shoulder buttons will flip you through 180°. The rocks are the programmers' heads. This is not the forum to suggest that the free *Asteroids* game is more fun than *Hardcore 4x4*. No.

CHEAT MODES

Begin a Time Trial and go to the Edit Names screen. These codes should each be entered as the first name.

CHOOSE ANY RACE CLASS AND RACE AS MOTHER

Enter MAINLINE to unlock the other race classes. You will know it has worked because a rather worrying painted head appears at the top right of the screen. Exit back to the main options screen and you can now play in the Pro and Extreme classes. Check the trucks out and you'll see a sexy



SECRET ASTEROIDS

In the same way as before, enter DUTCHMAN as your name. However, this time you must exit back to the front screen of the game, with the



GROUND ZERO GULCH

The sharper bends of Ground Zero Gulch are bound to give you more of a challenge, but then that's what the signs are for. Your main concern here is to take the narrow lanes carefully so you don't get spun right round and end up facing the wrong way.



TRACK DESCRIPTIONS

DYNAMITE PASS

Really just a soft girl's track to introduce you to the world of *Hardcore 4x4*, although the bumpy sections can give amateurs a bit of a scare at times. Moving into the second half of the course you'll see it is mostly downhill, so avoid the sides and you will be flying along.

HADES HIGHWAY

Beginning with an easy flat surface and only slight bends on Hades Highway means you can let rip with the throttle here and really get going. Don't get too carried away though, the second half has some mean bumps, hard corners and loose sand.



4x4

SOLVED



MERCURIAL FOREST

Unique in *Hardcore 4x4* because it is the only track to feature any real tarmac road driving, although it's a short section. The superior grip which the road affords you help get your speed up and is also a good part of the track to fire off a turbo. Practice different racing lines to get the best way around the sharp corners and unexpected rocks.

takes place on ice for the majority of the track and you have one nightmare drive. Learning to use controlled skids with the handbrake is the key to survival.

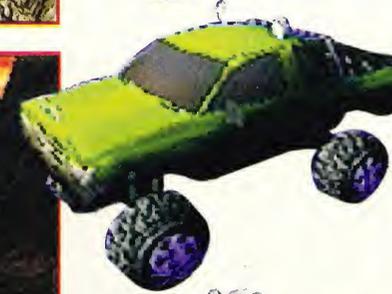


DEVIL'S KITCHEN

The signature narrow lanes of the Devil's Kitchen can make the race hell for you if you get stuck in a bunch of computer controlled trucks. To get to the front of the pack as early as possible, try using a turbo at the very beginning. Expect some sliding on this track due to the rock chippings surface.

ARCTIC INFERNO

If you've got a weakness, it will be shown on this track. Whether it's axel-snapping turns, dizzying verges or claustrophobia-inducing valleys that put sweat on your brow, this track will test you. Now, remember all of this



CODIES

MICRO MACHINES V3 & JONAH LOMU RUGBY

Delayed, but definitely not forgotten.
Micro

Machines V3 is almost upon us, and look, its brought a little friend along for the ride – that giant amongst giants, Jonah Lomu with his Rugby simulation.

Micro Machines on the Mega Drive was outstanding, *Micro Machines 2* was bigger, faster and meaner. But prepare to be completely blown away as one of the best multi-player racing games of all time goes 3-D!

Known for their unwavering attitude towards the virtues of gameplay over graphical extravagance, Codemasters has always been relied upon to provide gamers with hours of entertainment regardless of their relatively functional visuals. If the exquisite-looking *MMV3* is anything to go by though, all that is set to change, so hopefully we'll all be able to have our cake and eat it.

DINKY

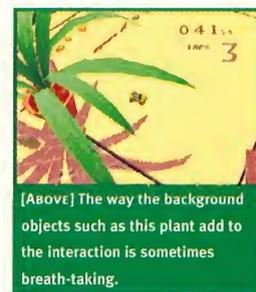
Set in a true 3-D modelled world and using 32 different *Micro Machines*, up to eight players will be able to simultaneously play over 40 racing



[Above] Each level has a certain path to follow. The carrots and peas make up the course in this case. Watch out for that bottle of plonk!

circuits as they move through different dimensions. All vehicles race in and around the *Micro Machines* house and include sports cars, buggies, power boats, trucks, hover craft and even camper vans! The most radical change, other than the graphical overhaul has to be the inclusion of hidden weaponry which can be clamped onto the vehicles. The best of these is the grabber claw which you fire at a rival and throw him out of the way.

Players will be able to enjoy ten different events including Head to Head, Tournament,



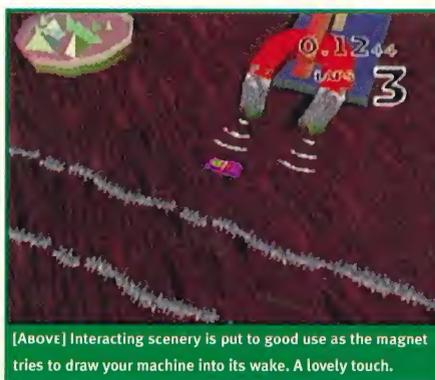
[Above] The way the background objects such as this plant add to the interaction is sometimes breath-taking.



[Above] Er, Rabbit



[Above] Don't cry over spilled milk, just jump over it. It's brekkie time for the *Micro Machines*.



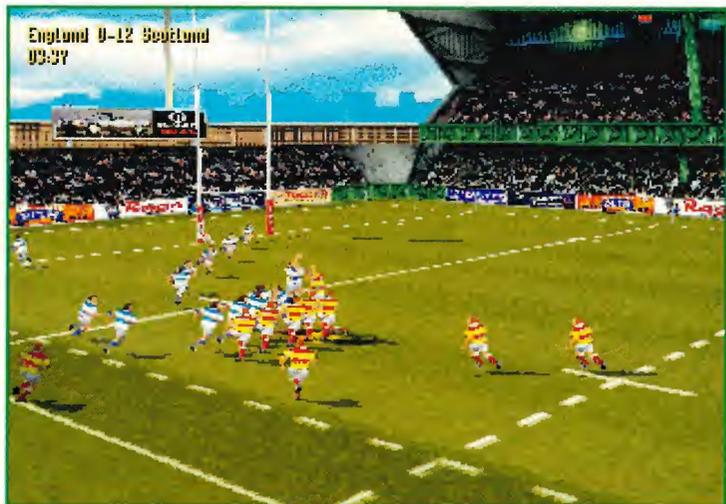
[Above] Interacting scenery is put to good use as the magnet tries to draw your machine into its wake. A lovely touch.

PLAY INFORMATION

Name: *Micro Machines V3/ Jonah Lomu Rugby*
 Publisher: Codemasters
 % Complete: 95%/ 90%
 Release Date: Spring '97/
 Spring '97



[ABOVE] The pond level is divine. The reflections, rippling water and fantastic handling of the boats is utterly fantastic.



[ABOVE] The camera views in *Jonah Lomu* are nothing short of perfect. The player always seems to get a full view of the action, no matter what is going on pitch-side.

Single, Time Trial and chase events, all providing the hardened experts amongst you with a tougher and long-lasting challenge.

There's even a special, all new Keepsies event, where the winner of the Head to Head gets to keep their opponent's car. Excellent.

SHRINK

In the beta preview version we've played, the intuitive handling of all the machines has translated seamlessly into the 3-D environment – that's a relief then. So it appears that the Darling brothers (bedroom programming founders of Codemasters) have come up trumps again with yet another winning formula in the shape of everybody's favourite table-top racer. Even at this stage the omens look good, so all that remains to be judged is the final version which we will be reviewing next month, fingers crossed.



[ABOVE] The pebbly beach level is a real visual treat. Empty coke cans, broken bottles and even a huge deckchair try to thwart your progress.



[ABOVE] The options screen is criminally simple and above all un-cluttered and helpful. What more can we say.

ODD SHAPED BALLS

Also from Codemasters is *Jonah Lomu Rugby*. Realistic rugby simulations have been pretty thin on the ground in recent years. More Sherman tank than human being, Lomu swatted the England squad aside like flies and thundered effortlessly over the line to score one try after another. Will Carling described *Jonah Lomu* as a "freak," probably because the mighty New Zealander had just crushed him like a dry twig. Consequently, Codemasters has been quick out of the blocks to snap up the Lomu name and first

impressions of the Rage-coded Rugby simulation look very promising.

Up to four players will be able to ruck, maul, run, kick and tackle their way through over 30 different teams in a variety of competitions, including Friendly, Tournament, World Cup, Territory and Classic competitions. In what promises to be a faithful interpretation of the increasingly popular sport, new features lavished upon it will include the ability to zoom right into the 'pack' during scrums giving the player a real hands-on feel. By simply using the shoulder buttons on the controller some really flowing passes can be achieved, although runs, dives and tackles can all be accessed via the facia buttons too. Although the graphics aren't the most detailed we've seen, the vital aspect of gameplay has been captured resulting in what promises to be a thoroughly realistic experience.

UP AND UNDER

All the relevant camera angles have been incorporated, ensuring that the true spirit of rugby is captured accurately, whether the player is taking a kick, jumping for the ball or taking a line-out. It appears that Rage has managed to translate the blood, sweat and all-important body-crunching tackles. The on-field action looks like being blisteringly fast, including all of the moves and above all, a fun-filled jaunt for experts and novices alike.

Review next month.



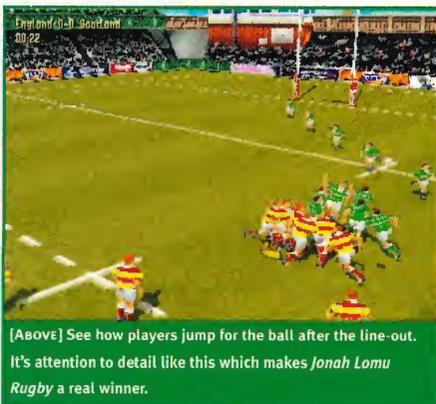
[ABOVE] The teams prepare themselves for the line-out. A regular occurrence in Rugby; timing the jump of your players is essential in order to gain possession.



[ABOVE] England are so close they can almost touch the goal line. By quickly using the controller's shoulder buttons surely a try can't be far off.



[ABOVE] Controlled skidding is in integral part of any Micro Machines game. Learn this technique and the wins will start coming thick and fast.



[ABOVE] See how players jump for the ball after the line-out. It's attention to detail like this which makes *Jonah Lomu Rugby* a real winner.

MOODY



LITTLE BIG ADVENTURE

Little Big Adventure, now there's a memory-jolter. The PC version

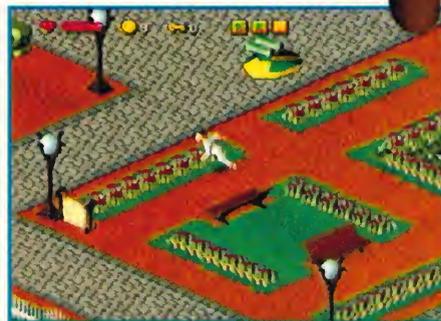
was exquisite, with beautifully detailed hi-res graphics, engaging gameplay and a touch of French polish which made it rise, phoenix-like, above the tide of mediocre software.

At the 11th hour, we're pleased to announce the sublime-looking PlayStation version. Similarly boasting sharp and brightly coloured graphics with all the trimmings, this version looks as though its going to play even better due to the effective use of the controller.

You play Twinsen, a young Quetch who lives in a repressive Police State overlooked by the tyrannical Dr Funrock. After being imprisoned for having strange dreams which have been deemed subversive, Twinsen must escape and try to save the poor, repressed folk of the planet Twinsun.

TWINSUN, LOSE SOME

The game is viewed from a three-quarter isometric perspective and looks absolutely luscious. The control method is sufficiently different to warrant a special mention, too; there are basically four moods: Discrete, aggressive, athletic and normal. Each one is required at some stage or another and works a treat when mastered. For example, getting passed stubborn



[Above] Twinsen has a variety of modes in which to wander around the scenery. For example, here he is using the run mode (one that's called upon quite regularly).

guards is achieved by either 'athletically' sprinting passed them, or by adopting the more stealthy approach. Each mode has a completely different set of animations for Twinsen - who looks like no other computer character.

Interaction with both the inhabitants and objects scattered around this enticing world is paramount if you are to survive, and believe us when we say this is a game of trial and error. Getting around Twinsun can be done in a number of fascinating ways; local transport, including trucks, tanks, ships and even teleportation. The latter is an established means for Funrock to move his servile minions around - so be wary.

Once you reach the edge of the screen it flicks to reveal the next area of the map and complements the game's pace and atmosphere perfectly. Controlling Twinsen can be a bit of a chew to begin with, but an hour's play soon negates this minor annoyance. It's great news that a few more cerebral games are making their way onto the PlayStation, and this is definitely one to recommend. Expect a massive review next issue.



ESCAPE IS IMPOSSIBLE

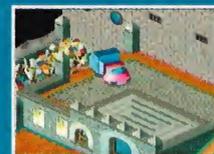
TWINSUN'S ONLY CHANCE OF DODGING THE GUARDS OF THE LOONY ASYLUM IS BY TAKING THE GOOD ADVICE OF A RABBITBUNNY. HE SUGGESTS THAT YOU WAIT FOR THE DUSBIN WAGON AND HOP ON. WHEN THE TRUCK ARRIVES AT THE TIP, JUMP OUT AND THERE YOU HAVE IT - FREEDOM.



1. TWINSUN SNIFFS AROUND AND BUMPS INTO THE RABBITBUNNY.



2. HOP INTO THE WAGON AND KEEP YOUR FINGERS CROSSED. IT'S A BIT LIKE THE GREAT ESCAPE, YOU KNOW.



3. HERE YOU ARE AT THE TIP, READY TO BE DUMPED. IT'S HAPPENED TO THE BEST OF US.



4. YOU'RE IN IT UP TO YOUR NECK, BUT AT LEAST YOU'VE ESCAPED.



[Above] Ah! Fresh air. Guards march efficiently up and down, so perhaps the stealth mode would help here.



PLAY INFORMATION

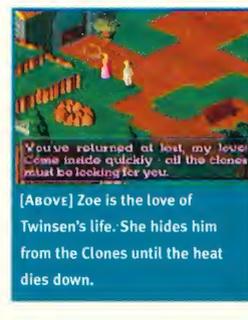
Name: Little Big Adventure
 Publisher: Electronic Arts
 % Complete: 95%
 Release Date: 27 March '97



[Above] The characters in Twinsen's little world are quite odd to say the least. What with a talking rabbit and elephant-type creatures, its little wonder he starts off the game in a mental hospital.



[Above] They say a picture paints a thousand words, and there's ample evidence of this in all of the graphics in LBA. Drool...



You've returned at last, my love - come inside quickly - all the clones must be looking for you.

[Above] Zoe is the love of Twinsen's life. She hides him from the Clones until the heat dies down.

SQUAWK

THE CROW: CITY OF ANGELS

AS THE CROW FLIES
 THIS GRISTLY SERIES OF FMV PICTURES SEES THE UNTIMELY DEATH OF BOTH ASHE AND HIS SON. A PLEASANT SCENE SETTER THEN.



— “Here’s a game

with a fit bird in it,” announced the editor. Before he had time to draw breath, a mass scramble for the PlayStation ensued, resulting in a no-holds barred fist-fight. Crawling through the mass of entrails, giblets and crushed skull matter one reviewer rose in a triumphant gurgle and placed the game, hands shaking, into his PlayStation.

ROOK OUT!

A bird, yes. But a crow for gawd’s sake! Wait a second, it’s all coming back to me now. That poor chap Brandon Lee created quite a cult status through being accidentally killed on the set of the dark and thoroughly excellent movie, *The Crow* a couple of years ago. Consequently, a sequel to the film has been made and in conjunction with this, a brand(on) spanking PlayStation game also sees the light of day.

You play the protagonist, Ashe, who has been brought back from a kind of netherworld to avenge your own death and that of your son so that you can finally rest in the world of light (that’s heaven to you and me).

RAVEN MAD

The game itself bares an uncanny resemblance to Infogrammes’ *Alone in the Dark* series although the bright colours have been sacrificed in favour of a grunge look to befit the mood of the film.

Presently, the main polygon character walks more like Charlie Chaplain than a recently deceased vigilante on a revenge mission, so hope springs eternal for a more realistic swagger come the full version. Control of Ashe is a little tricky at this stage, too when attackers are coming thick and fast from every angle, sometimes it’s extremely difficult to face them without being repeatedly battered.

Acclaim stresses that the novel twist to the genre is multiple attacks at the same time; instead of opponents just lining up to be defeated, they all attack at once. Additionally, Ashe has to think his way through certain situations, collecting keys, opening doors in order to make further progress.

With any luck, we’ll see more evidence of this behaviour in the final release, along with a souped-up FMV intro and plenty more blood. Yes, more blood, guts, crushed spines, stoved-in heads, gore... er, that’ll be all then. Make sure you read our review before handing over the cash.



[ABOVE] Ashe can pull off various moves including roundhouses, flying headbutts, backward summersaults and raking backhand punches.

PLAY INFORMATION

Name: The Crow: City of Angels
 Publisher: Acclaim
 % Complete: 80%
 Release Date: March '97



[ABOVE] Sometimes smashing the enemy repeatedly over the head with a crowbar is the only solution.



[ABOVE] Find the pistol and you can ventilate this man’s head! Other pick-ups include smashable bottles, shotguns, machine guns, and a machete!



[ABOVE] Did you spill my pint Clown-face? You see what happens after a couple of pints too many in the tavern?



[ABOVE] The graveyard isn’t much fun, especially when you’re likely to get a good hiding.



[ABOVE] Lost? Alone in the dark? (Ahem). Follow the yellow big crow if you can’t find your way out.



COLOSSAL

INDEPENDENCE DAY

Independence Day, or *ID4* depending on which side of the Atlantic you reside,

brought new meaning to the word hype and proved to be a visual treat for sci-fi fans and cinema goers alike, living-up to everybody's high expectations, apart from the final half-hour of jingoistic nonsense which we all know Americans are so fond of (Gack).

Consequently, only morons and certain strains of lesser-known bacteria would have ruled out a game-of-the-film tie-in. And wouldn't you know it, here on our desk, courtesy of Electronic Arts, arrived an early alpha copy of *Independence Day* from Fox Interactive.

WE COME IN PEACE

No prizes for guessing the nature of the game then, suffice to say there's a high quotient of jet fighter versus alien invader-related action in what EA describe as a "flight-and-fight arcade experience." Blast your way through real time 3-D environments which will culminate in a final confrontation with the alien mother ship.

Huge 14 mile-wide saucers dominate many of the levels, which take place over all the major cities of the world, including New York, Washington, Paris, Egypt and Moscow. But through bringing together all of the worlds best fighter pilots flying a variety of jet fighters, including F-18s, Stealths, EF2000s and MiG-31s

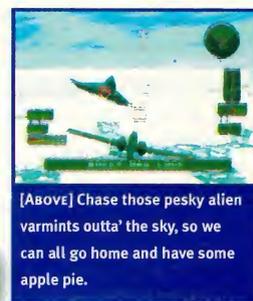


[Above] Bogey at ten o'clock, comrade. Most major cities receive the alien invasion treatment, including Moscow.

you should be able to put paid to their dastardly plans of mass destruction and total domination of the planet. In order to blow away the huge city destroying saucers, you must attack their underbellies which are protected by magnetic force fields, whilst fending off hordes of alien fighters and ground-based weaponry.

SHOOT TO KILL

In the final version, you will be able to fly solo mission dog fights against the aliens or go head-to-head with a fellow player via the split-screen mode or a link up cable. The concept behind *Independence Day* is not a new one, ie fend off the alien invasion and save the planet, and graphically the game is only at an early stage in development, but hopefully EA will work on this and provide punch in the gameplay department too. Expect a review around April.



[Above] Chase those pesky alien varmints outta' the sky, so we can all go home and have some apple pie.



[Above] You will have a diverse range of aircraft to choose from, hopefully adding to the long-term playability.



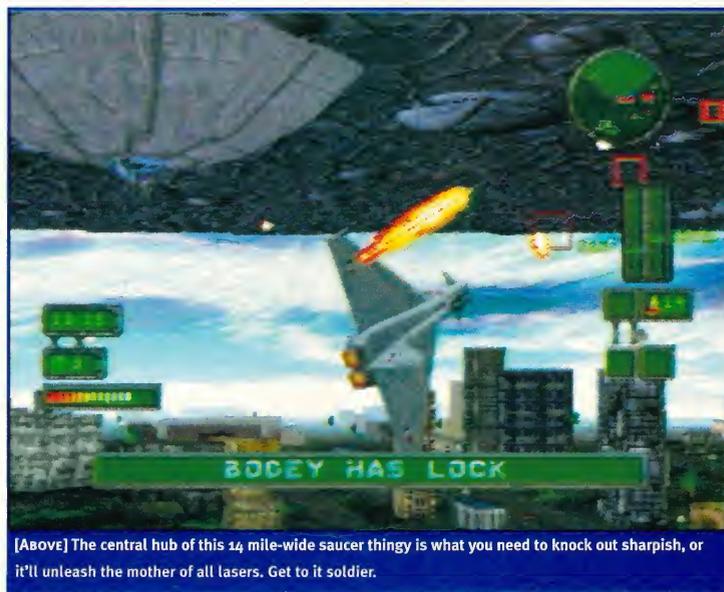
[Above] Always a winner, the stealth bomber will send those alien scum-suckers back to whatever flea-ridden part of the galaxy they came from, Gaddamn it.

PLAY INFORMATION

Name: Independence Day
 Publisher: Electronic Arts
 % Complete: 50%
 Release: April '97



[Above] Themed backgrounds seem to be the order of the day in *Independence Day*. Look, there's Cape Canaveral in all its splendour. (Let's hope you can shoot the shuttle too).



[Above] The central hub of this 14 mile-wide saucer thingy is what you need to knock out sharpish, or it'll unleash the mother of all lasers. Get to it soldier.

Predator

FOR
SONY PSX
SEGA SATURN

DUAL FORMAT AUTOMATIC GUN

The hottest PlayStation and Saturn peripheral this year can be used to maim, mutilate or merely as a means of savage scare-mongering but only if you're a video game baddie that deserves to have his worthless hide drenched in a hail of imaginary bullets. Yep, the predator Gun from Logic 3 at last arrives to satisfy even the most sadistic of games-blasting needs and what a lot it has to offer!

This feature-packed piece of weaponry comes complete with remarkable Auto Load and Auto Fire facilities, plus an Auto Speed selection and a thrilling LED shooting effect.

If that wasn't enough, you can also share it with your PlayStation or Saturn owning mates because the **PREDATOR GUN** is compatible with both systems!

"Hasta la Vista, Baby".



- ▶ AUTO FIRE
- ▶ LED SHOOTING EFFECT
- ▶ AUTO SPEED SELECTION
- ▶ AUTO LOAD BULLET MODE
- ▶ AUTO LOAD WITH AUTOFIRE MODE
- ▶ DUAL FORMAT FOR PSX & SATURN
- ▶ PRESET QUANTITY OF BULLETS IN AUTO-LOAD



SPECTRAVIDEO

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LIVE DANGEROUSLY
DIE HARD
TRILOGY™
USE PREDATOR

SUSPENDED

PSYCHIC FORCE

Can anyone remember that episode of *Buck Rogers in the 25th*

Century, where a futuristic version of the Olympics was taking place? Events had evolved into something hilariously inept, where most involved athletes floating around like muppets in gold-coloured tinfoil gym slips trying to look focused and competitive. Let's hope that Acclaim's *Psychic Force* manages to avoid turning the sublime into the ridiculous as we hold onto our stomachs and venture vertically – sick bags at the ready.

This is no place for the faint-hearted, as all of the action in *Psychic Force* takes place hundreds of feet in the air; enclosing the player in a transparent cube. In an attempt to create a novel approach to the genre, hand-to-hand combat has been taken to new heights (quite literally) and mixed with mind-blowing psychic attacks. Before any of the action proper begins, you are treated to an excellent opening sequence featuring all of the protagonists and brought stunningly to life in glorious Japanese anime.

VERTIGO

In true beat-'em-up fashion, the plot is short and unimportant (and to be honest, quite embarrassing) – suffice to say, that a megalomaniac known only as 'Keith' has seen it fit to recruit nine characters of varying psychic ability to take over the world. Players are made up of polygons, as opposed to the hand-drawn cartoons seen in the opening, and although they are not the most detailed characters ever seen they move well.



[Above] Some of the background scenery is excellent. Add to this two opponents showing off their 'super moves,' resulting in a real fireworks display.



[Above] This special move is called the 'Baptism of Admonition,' Wong attempts to clip Emilio's wings.



[Above] You can clearly see the constraints of the *Psychic Force* cube barrier amidst the lush scenery... Oh, and there's Wong (left) taking a freefall to his death!



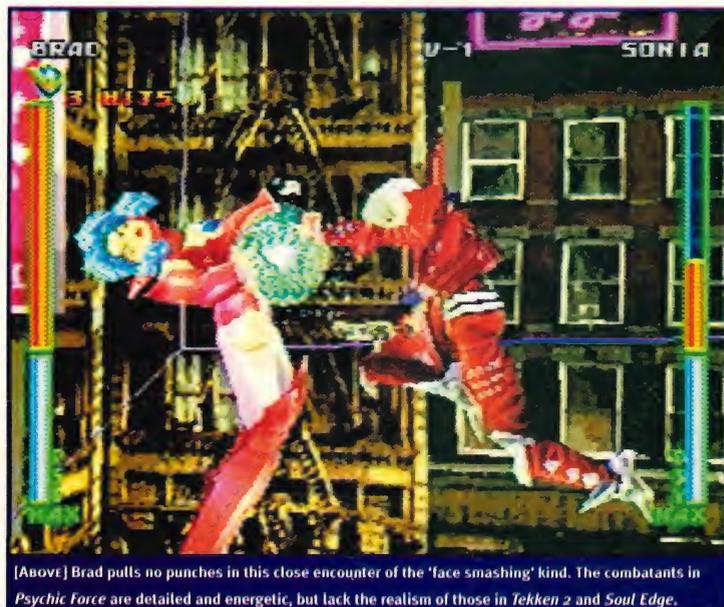
[Above] Burn gets into the thick of it with a well-timed body blow. It's not all long-ranged special moves.

Those of you familiar with the control system used in *Toshinden 2* will recognise the subtle similarity almost immediately. The camera zooms in when close to an opponent and vice versa, and although the ensuing action looks 3-D, play is restricted to the X and Y planes only. Tactically, the best way to engage opponents is by use of both strong and weak attacks using a combination of the D-Pad and buttons on the controller. Offensive moves come in various flavours, ranging from quick and easily-accessible minor attacks-causing little damage, to the more spectacular combination specials.

Competition in the beat-'em-up arena is intense, but as a relatively new concept *Psychic Force* looks promising. Naturally, we'll reserve judgement until the full review next issue.  Could Acclaim be onto a winner?

ANIME-ANTICS

THE SCENE IS SET THROUGH SOME VISUALLY STUNNING JAPANESE MANGA. SIT BACK, PUT YOUR FEET UP AND ENJOY.



[Above] Brad pulls no punches in this close encounter of the 'face smashing' kind. The combatants in *Psychic Force* are detailed and energetic, but lack the realism of those in *Tekken 2* and *Soul Edge*.

PLAY INFORMATION

Name: *Psychic Force*
 Publisher: Acclaim
 % Complete: 90%
 Release Date: March '97



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BANDITS WING OVER

Banzai! Achtung

Donner und Blitzen! Bandits at Ten o'clock!

Ah, those magnificent men their flying machines. They went up-tidily-up up, and usually went down, on fire, teeth gritted and smoke belching out of the back, before unceremoniously nose-diving into the nearest hill.

Thanks to JVC we'll soon be able to take to the heavens and join the 'twenty-minuters', in what promises to be slightly alternative aerial experience, where you'll be able to fly one of 28 historically accurate planes in a competition known as the Air Coliseum Circus.

BADER

Apparently, Spitfires will be pitted against such technical works of genius as the Mirage III. Sounds fascinating doesn't it? But fear not, all aircraft will be able to have complete re-fits, technical upgrades and cash winning opportunities to give them the edge.

All manner of options are available to the part-time engineers amongst you; not that *Wing Over* is in any way a game for propeller-heads. Far from it; this is an arcade simulator with knobs on. The player can access one of four game modes: Tournament, where eight games per season are played. Free Game allows you to compose the teams and dogfight with any chosen opponents. Versus is essentially another dogfight but with two PlayStations linked-up, and finally, Survival is where the player must hang on for grim death



[Above] The action can be viewed from various angles.



PLAY INFORMATION

Name: Wing Over
 Publisher: JVC
 % Complete: 90%
 Release Date: March/April '97



[Above] As we mentioned earlier, nose-diving into the ground via a terminal spin is all part of the job and is actively encouraged, especially by the Japanese.

in a no win situation – just take out as many enemy planes as you can before being inevitably shot to pieces.

HARRIS

Dogfighting in any mode is great fun and quite rewarding when the controls are mastered, add to this the fact that planes from completely different eras can battle it out for air superiority and you can begin to appreciate the fun factor in jets versus bi-planes. Although the cockpit layouts are pretty basic, each plane will handle differently and consequently inject an element of longevity to the proceedings. *Wing Over* looks pretty smart at the moment, but still requires a little tweaking in the graphics department. Hopefully, more ground detail will be added to compliment the effective gameplay. Expect a review next issue.



[Above] Okay, so he can do a reverse flip with tucked pike. What does he want, a medal or something? Er yes, actually.



[Above] *Wing Over* is set against numerous backdrops. This sunset scenario is particularly eye-catching, but not very good for dogfighting.



[Above] The red square around your adversary indicates a healthy lock-on sound. Go get 'em cowboy.



[Above] Swoop in low to knock out the enemy bases, then feel the G-Forces as you pull up at the last second.



[Above] If you insist on taking the more scenic route be ultra-careful of crashing into the mountains.



[Above] Fly like a madman in the Japanese A6M3-22. Stay on target! Just a few seconds more than you'll achieve a full lock-on.

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OVERCAST

FINAL FANTASY VII



It is finally here.

It doesn't matter who you are or how long you've had your PlayStation, if you've got your

head screwed on you will be aware that Square's *Final Fantasy VII* is a gigantic project that has been anxiously anticipated by, well, everyone. We have taken delivery of the full, finished version at last, and so of course we can now do a huge feature on it for your pleasure. Except for the fact that it's a role-playing game, and the only finished version is the Japanese one. Damn!

After the PLAY team spent hours peering at the screens of Japanese text, almost fooling ourselves into thinking that yes, we did kind of understand what some of it meant, we have decided to just show you what it looks like now since the changes to the demo that came packaged with *Tobal No.1* in Japan, both of which were covered in issue 12. This will serve as a preview to the first English language version, bound to be the American release in a few months time.

BLIND FURY

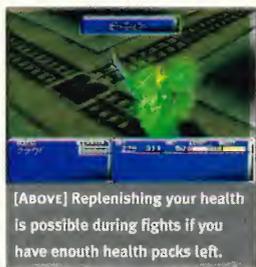
The heavily detailed, pre-rendered background graphics are the first thing to catch your eye, and with so many of these needed to fill up what is obviously a massive environment, maybe that is

what goes part way to *FFVII* spreading across an unprecedented three CDs. Everything is meticulously detailed, from the pipes and ladders of Midgar where you start, to the little grubby homes in the slums area.

A basic knowledge of the way RPGs normally operate is enough to figure out how the combat system works on its most simple level without understanding the words that appear, so we have done a fair amount of wandering around and getting into fights. These skirmishes are characterized by some very innovative camera direction, and some even more creatively designed enemies. They include some great big ED-209 machines, which have noisy flashing cannons on their arms and will coldly try to destroy you by repeatedly blasting at you with them. The range of bad guys goes right down to these tiny little pretty things that look like flowers, but they can be far more dangerous than they first appear.

STRIKE HIM DOWN

The intro blends seamlessly into the actual game, which lets you know just how good the game looks when it moves, and all the characters we have seen move very smoothly too, showing some



[Above] Replenishing your health is possible during fights if you have enough health packs left.

PLAY INFORMATION

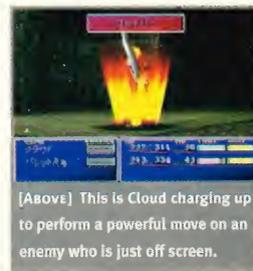
Name: Final Fantasy VII
 Publisher: TBA
 % Complete: 100% (50% English)
 Release Date: April '97



[Above] This ED-209 type mechanical monster can present the novice with a few problems, but the right strategy will see him off quickly.



[Above] Here is a good example of the camera floating around during a battle, letting you see right into the face of an enemy.



[Above] This is Cloud charging up to perform a powerful move on an enemy who is just off screen.



FINAL STAND

JUST AS WE WERE GOING TO PRESS, NEWS AROSE THAT SONY OF AMERICA WAS CONSIDERING WHETHER OR NOT TO CENSOR THE US VERSION OF FINAL FANTASY VII. AS SQUARE HAVE NEVER BEEN SHY OF INCLUDING MILDLY SHOCKING ADULT THEMES IN THEIR ADVENTURE GAMES, LIKE THE SUICIDE AND BEREIVEMENT IN FINAL FANTASY 3, FFVII ALSO SHOWS SOME RISQUÉ ELEMENTS LIKE CROSS DRESSING, PEOPLE URINATING IN THE STREET AND APPARENTLY SOME SCENES DEALING WITH THINGS OF A MORE SEXUAL NATURE. WE SAY VIDEO GAME CENSORSHIP IS A MUG'S GAME, BUT WE'LL HAVE TO WAIT AND SEE WHAT SONY DECIDES THE PUBLIC SHOULD SEE.



[Above] Some creatures that you will meet fire streams of ice-like material at you, but at least it looks lovely if it does sting a bit.



[Above] This abomination will challenge you at the bottom of an industrial warehouse. He gives you the toughest fight of the first section.

real imagination in their design, making it look like *FFVII* is going to be a truly different experience from anything else on the market. Moving around the rendered scenery, watching from from a variety of dramatic camera angles, the screen will spin and twist into the fighting area, which has texture mapped walls and scenery so that they can be moved in full 3-D. When this happens you have the option of using a fighting move, magic spell, or an item from your inventory on those who would strike you down. For every character currently in your party there is a time guage, and when you perform an action during combat the guage is emptied. That character cannot do anything else until the guage fills back up, which it does quite slowly on its own.

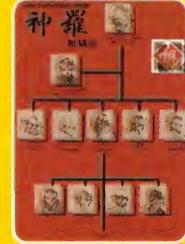
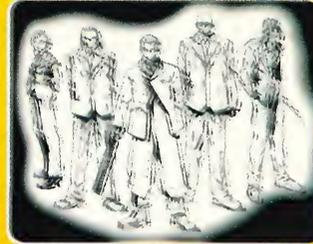
This is a big difference from the fighting elements is something like *Suikoden*, where you could wait hours between moves without fear of attack — hang around in *Final Fantasy* you will be killed. It certainly makes things faster paced and more exciting.

Final Fantasy VII is going to do extremely well, with a reported 1.5 million copies presold of this Japanese version. Luckily, from what we've seen it seems nobody will be disappointed. A huge review of the first full, English language version we can get our hands on is planned, so watch this space.



AVALANCHE

IN AN ALTERNATIVE TIMELINE, A MASSIVE CORPORATION NAMED SHINRA CONTROLS THE WORLD'S ENERGY, AND HAS ENOUGH POWER TO INFLUENCE GLOBAL POLITICS TOO. NATURALLY, SHINRA IS CORRUPT, AND A GROUP OF DISGRUNTLED CIVILIANS FORMED A REBEL GROUP, AVALANCHE, TO GIVE THEM A BIT OF BOTHER. WHEN CLOUD MEETS MEMBERS OF AVALANCHE IN A BAR, HE DECIDES TO JOIN THEIR QUEST FOR A HEALTHY REWARD. THEIR TARGET? THE SHINRA POWER PLANT, MAKORO.



[Above] Barret has a cybernetic cannon attached to his arm that rapidly fires off rounds. A handy addition to your party...

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ALL LETTERS ARE READ AND THE BEST ONES ARE PRINTED.

DEAR PLAY,

I am writing this letter as I feel I need to air my views in relation to the PlayStation. I agree with John Bennett (issue 16) regarding adding more RAM. This would be a massive step for Sony as it would generate bigger and more in-depth games, maybe we could even see add-on disks for games such as *Command & Conquer*. Could this be feasible?

My next point is that I feel Sony should make more use of their mouse as it is a great bit of kit. If they do it will add a whole new dimension to the gaming world. Sony is the only console manufacturer to release a mouse and therefore it should exploit it to the full. What do you think?

Now I've got my moaning out of the way would it be possible to answer these questions:

1. Can you use the PlayStation on FST TVs as in the manual it states not to use it on projection TVs?
2. Will anyone release a decent football game with four leagues, cup and international games all running at the same time as in real football?
3. Are there any more mouse driven games in the pipeline?
4. If Sony release a PlayStation Mk2,

do you think it would be a good idea to make existing software compatible as this has never been done before. It would also ensure a large user base as most PlayStation owners would have a big collection of games already.

William Couper, South Ockendon

Expansion of RAM would make more sense for the next generation of PlayStation games, but as yet there is no confirmation that this will ever happen. If only there wasn't such tight memory constraints. As for the mouse, well I can only agree. The mouse has been poorly supported given its cost and I have already vented my views on the fact that something as pivotal as *Command & Conquer* did not support it, probably for technical reasons. Surely 3-D first person perspective shoot-'em-ups should have mandatory mouse control, and we will be looking at games like *Quake*, *Exhumed* and *Duke Nukem 3D* very carefully.

1. Of course you can, FSTs are just big TVs with flatter screens, hence the name Flatter Squarer Tube. There is al so no reason why you can't use your PlayStation on projection TVs too, it's just that you

can't leave console with the same image on-screen for any length of time because it will burn the screen permanently.

2. There are plenty of new football games about to burst onto the scene, William, but many are simply updates of existing games which have either club or international teams added such as *PFA Soccer* by Eldos and the International Addidas Power Soccer update. *Player Manager* has many of the features you mentioned, but sadly it has many club teams missing.

3. Very few, but we'll keep you posted.

4. If and when it happens the games should be compatible – anything else would be utterly stupid as Sony has a huge back catalogue of nearly 200 games.

DEAR PLAY,

I've been a PlayStation addict since the day it came out and now have over 40 games. I'm constantly amazed at how each new game tops the previous in almost every respect. Xmas and the New Year have seen me with both of my thumbs in plaster casts as I have bought *Rage Racer* and *Soul Edge* on import. I've

got as far as I can in *Soul Edge* without being able to read Japanese, so how about a guide to the Edge Master mode?

May I say that the review on *Rage Racer* was spot on. The link-up mode is of no interest to me as I've no-one to play it with (sob, sob) and the only way I can see of improving this game is to add crashes and damage to the cars. Can Namco top this? Wouldn't it be nice to see Namco attempt a split screen racer?

Namco seems to be a top notch games developer and until recently I was absolutely positive that the sun shone out of its arse, but they've p*ssed me off with the fact that *Time Crisis* will only be compatible with the Namco gun. Ever since completing *Die Harder* in about two hours with the Predator gun I've been positively drooling at the prospect of playing *Time Crisis*. Now I discover that I will have to buy another gun that will only be compatible with Namco games. How many games does Namco have lined up that will use the Guncon I wonder?

Peter Moore, Uxbridge

We'll have a full guide to *Soul Edge* in the Wall of Game soon, Peter,

and this will include the full solution to completing the Edge Master Mode. Namco's move with the Guncon is indeed a bit of a blow for gamers who have already adopted the Predator light gun, but what an anti-piracy device it is. If this situation becomes more popular then you can expect to have a bedroom full of different light guns; one for each game – it will be a nightmare!

DEAR PLAY,

As a subscriber to your superb mag I must correct your poor advice concerning the PlayStation mouse to Mr Tomlington of Blackburn in issue 16. The other games you forgot to mention are *Doom 2* and *Die Harder* from *Die Hard Trilogy* which both use the mouse, and work perfectly. I rest my case.
John Dawkins, Stamford

Still not that many though, is it?

DEAR PLAY,

First of all I would like to congratulate you on an excellent mag. I don't expect this to be published but I would appreciate it if you could answer my questions. I am an immense racing fan and after thoroughly reading your ace six page review on *Rage Racer* in the Feb issue I was convinced that it was the game for me. Can you please tell me when it is expected to arrive? Also, in your opinion do you think it will be delayed as many games are? I already have the money saved up for the release. What other good racing games are coming out apart from *Porsche*

Challenge?
James Calpin, Leeds

Rage Racer should arrive officially in March, but this is no guarantee. It is quite possible that it could be delayed, but the Easter period is always a good time to get high sales, so Sony would do well to get it out on time. Other good racing games on the horizon are: *Peak Performance* (formerly *High Velocity* from JVC), *The Need for Speed 2* (EA), *Speedster* (Psygnosis), *Grand Theft Auto* (BMG), *Grand Championship Rally* (SquareSoft), *Penny Racers 2*, *GT Max Rev* (import), *Jet Rider* (Sony), *Rally Cross* (Sony) and the aforementioned *Porsche Challenge*.

DEAR PLAY,

What is the story with your Playback buyers' guide section? I find this feature interesting if a little mystifying. To a great extent your reviews and scores tend to be consistent and pretty agreeable with my own views, however there does tend to be more than the odd error. For instance:

- I assume with progress the games get better, so the scores tend to reflect how good a game is compared to others at the time.
 - Wipeout* 94%, reviewed in Nov '95, position 9.
 - Destruction Derby 2* 82%, reviewed in Dec '96, position 5.
- OK, no problem I understand at the time *Wipeout* was exceptional thus the high score, but how do you explain this:
 - Bust-A-Move 2* 88%, reviewed in Jun '96, position 1.

Pro Pinball 90%, reviewed in August '96, position 3.

Pro Pinball was reviewed two months after *Bust-A-Move 2* which gets a lower score, and yet it is placed below it. Confusing or what?

Incidentally, what happened to *Broken Sword*? Reviewed in December '96, given 84% and I quote "A thoroughly playable adventure game that sets a new precedent on PlayStation." So much so that it doesn't even feature in the buyers' guide. Do I assume that it's not worth having or has it been forgotten?

Mr SGD, Chippenham

Right this is the last time I'll say this. The Playback section is not organised by review score or date or software house. The top ten lists offered are what WE decide are the best games in each genre. The scores have nothing to do with it because different people review different games and we don't always agree. I don't care if Pro Pinball was given 90% because as time passes, Bust-A-Move 2 is longer lasting and more enjoyable. As new games are reviewed during the month, we assess how they rate against the current crop of games in that genre and then place it accordingly. Broken Sword was a complete oversight and it has now been added. Hope that helps.

DEAR PLAY,

Can you please tell us (your loyal readers at Fords) how to connect our PlayStation to an IBM PC monitor, as TVs are not allowed at our place of work. Also, is there a Lara Croft fan club (if not why not?). Your mag is the Vicar's Knickers.... Big Respect..
Roy Shillingford, e-mail

It is possible to connect your PlayStation to a PC monitor, and at the recent CES show in Las Vegas, there was an adapter that did just that. So far we haven't heard news of the device being launched in the UK, but we'll keep you posted, and if any companies who produce such a device are reading this, please get in touch. At the time of going to print there is no Lara Croft fan club in operation, Roy, perhaps you can start one? There are however plenty of web sites dedicated to the statuesque adventurer and there's even talk of a newsgroup being set-up to unite Lara devotees. Sad isn't it.

DEAR PLAY,

First of all congrats on the *Rage Racer* review and *Tomb Raider* guide in issue 16. I've already decided that I must buy *Rage Racer* and *Syndicate Wars* as soon as they are released. Could you please give me some answers.

1. Will there be any peripherals such as a modem for network gamesplaying on the PlayStation?
 2. Is there any truth in the rumour of games prices being lowered?
 3. I have heard of a substance called Crystal Disc which can repair CDs that have been scratched. Do you know of any other similar substances and if so which would you recommend.
 4. Is Dattel's *Action Replay* worth the money and what kind of cheats can you create for newer titles such as *Tomb Raider* and *Command & Conquer*?
- David Murdoch, Clydebank**
PS What about a cover disk?

1. To be honest the multi-player options for the PlayStation appear to be dwindling after the news that the new model in Japan does not have a serial port for connecting two PlayStations. There are no plans for any modem add-ons for the PSX at the moment.
2. Yes, and if you turn to page 6 there is specific details about Sony's new Platinum budget range being unveiled on 7 March all across the UK.
3. We have used some such substances, David and they do seem to work in the short term, but as yet we have not conducted any proper tests. If anyone wants to send us their CD repair kits then we'd be happy to report on them.
4. The Action Replay is worth the money if you are determined to cheat at your PlayStation games and the device does come with a cable which can be used in conjunction with a PC to find your own codes. Otherwise you have to wait for Dattel to supply them or get them from the Internet. The Action Replay certainly works, most recently we tried it with *Rage Racer* to get all the trophies in record time to see what happens. £54.99 is quite a bit of money though.

DEAR PLAY,

I've just been reading your review of *Rage Racer* in the current issue of PLAY. Just a few points: What do you mean about the "vivid high-



[Above] Peak Performance – just one of the many great new racing games coming to the PlayStation very soon. We can't wait, but what do you think?



resolution?" *Rage Racer* is EXACTLY the same resolution as both *Ridge Racer* and *Ridge Racer Revolution*. And you didn't mention the menus which ARE actually in hi-res and are brilliantly designed and animated.

And you say the FMV is bad quality. Not on my copy. The rendered intro is well up with Namco's usual standards (ie *Tekken 2*) and in my personal view is much more stylish and well-designed with all the in-vogue blurred typography, snazzy graphic effects mixed with the rendered footage.

Also, with regard to your comments on the colour palette – I think Namco has gone for a far more realistic look in *Rage Racer*. You can't say that the colours in *Ridge Racer Revolution* are very realistic can you? Personally I think *Rage Racer* is a lot more subtle and more highly detailed and looks better for it.

And finally, why did you pay 70 quid for your copy? You should've given PlayTronix a ring on (01329) 312200 on the day it was released in Japan and ordered a copy for £55!!! Only five quid more than it'll probably be when finally released in slow letterbox format in this country. Not bad value eh?

Anyway, don't suppose you've come across any decent hidden stuff in it yet – apart from the mirrored tracks, the rear-view mirror removal and the hidden options in the paint package? Any idea how to access the two extra bits of track that are between the two really steep straight hills on the Over Pass City track?

Have you noticed that on this stretch of road when travelling up the hill there are two signs across the road with arrows pointing left, straight on and right – well, after passing these, turn round and the signs disappear completely!
Jools, e-mail

I agree with you about the colour palette, Jools, it is a more realistic look and I like it far better than the previous games. The high resolution mode – well okay, it's a fair cop. *Ridge Racer* and *RRR* were not displayed using the PlayStation's special high res mode, it's just that they looked like they were because of the primary colours and sharp edges used throughout. To date the only game to use the high res mode is *Tobal No.1*, although why something like *Virtual Pool* could not implement it is a mystery.

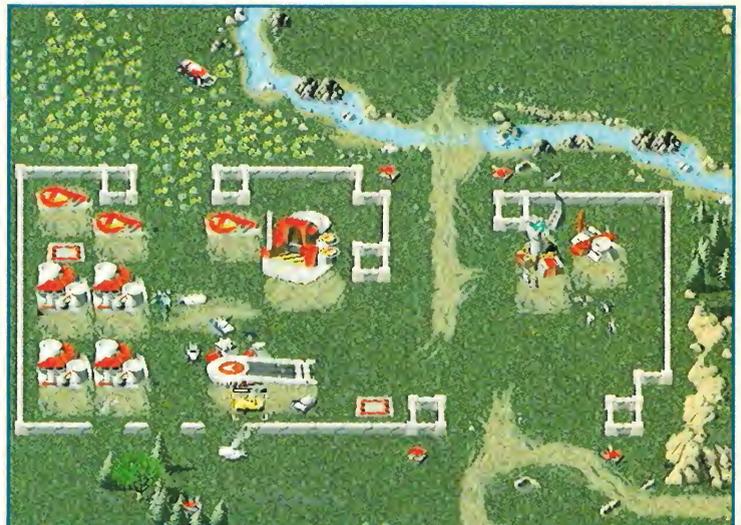
The Full Motion Video in the intro is not as crisp as *Tekken 2* for the very reasons outlined in my review. Compression. If you look closely they are a little rougher. It's not a major point, and the length of the movie more than makes up for it. As for PlayTronix, well we've never heard of them. The price quoted was from the Skill Academy, who we have found to be very reliable and honest – that's why they supply PLAY with games. We will be doing a guide to *Rage Racer* on its official release and by that time we should have found all the cheats. Stay tuned.

DEAR PLAY,

I have a few questions that I hope you can put straight for me:

1. I would like to know whether Sony is going to release an M-PEG card for the PlayStation, as I am rather confused about what is going on. I recently brought another PlayStation due to my first one having a fight with my dog and I was browsing through the demo disk that came with it which had an advert for The Net. Also a few issues back, Sept '96, there was an advert for a PlayStation specialist which gave a list of games for sale over the next three or four months. It had a couple of films in the list. If they are being released will they need the M-PEG card or will they run standalone?
 2. I would also like to know if there is going to be any add-ons for the PlayStation to be able to gain access to the Internet, it is all very well having different types of PlayStation but they cost a lot of money. Why cant they just create add-ons?
 3. Could you find out why Virgin's PlayStation version of *Command & Conquer* can't be played as a multi-player game? It wouldn't have been that difficult to do a PlayStation link-up surely?
- David, e-mail

1. Sony is indeed about to release an MPEG compatible PlayStation, David, sadly only in Asia, because that's where VideoCDs which use the MPEG standard are most popular. This video format never really took off in the UK and so we will not be receiving the new white PlayStations.
2. No plans at the moment.
3. There is no official reason for the lack of the multi-player, but judging by the one player game and slowdown we encountered when lots of objects where on the screen



[Above] Why did we give *Command & Conquer* a measly 79%, asks Craig Loades? For all the reasons outlined in the review obviously.

at once, it is because the PSX does not have the RAM to shift that many sprites around the screen and then send the information down the serial link.

speculate on the multi-player option but the RAM shortage would still be a problem.

2. I stand by the 79% because it is just a poor man's version of an old PC game. The PlayStation deserves much better than this, and just using the *C&C* brand name to bang out something which in my opinion misses the mark by a long way is not on. Yes, the game is playable, but there are so many things wrong with it; all of which are explained in full in the review.

DEAR PLAY,

Could you please answer these brief questions?

1. Will *Command & Conquer: Red Alert* be converted to the PlayStation and will it have a two player option?
2. Why did *C&C* only get 79%? it deserved at least 85% even without the two player option.

Craig Loades, Cornwall

1. There is no proof that *C&C: Red Alert* will be released on the PlayStation, but it would certainly be welcome as it is significantly better than the original. We cannot

We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your e-mail address for further electronic discussion, please give specific permission at the end of your letter.



[Above] *Rage Racer* has a deeply realistic colour palette says Jools on the e-mail, but it's not running in high res. We have to agree.

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Namco Vol 2	£39.99	Formula One (USA)	£49.99	Thunderhawk 2 (UK - USED)	£20.00
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PLAYBACK IS YOUR ESSENTIAL GUIDE TO WHAT'S HOT AND WHAT'S NOT IN THE WORLD OF PLAYSTATION GAMING. THE LISTS BELOW HAVE BEEN COMPILED BY THE ENTIRE PLAY TEAM IN WHAT STARTED AS AN AUTHORITATIVE DISCUSSION BUT QUICKLY TURNED INTO A VIOLENT DRUNKEN BRAWL. IN OUR OPINION THEY REPRESENT THE BEST GAMES IN EACH GENRE AND THE ONES YOU SHOULD SERIOUSLY CONSIDER ADDING TO YOUR COLLECTION. EVERY MONTH WE ASSESS THE CURRENT CROP OF GAMES THAT HAVE BEEN REVIEWED AND ADD THE CHOICE CUTS TO THESE DEFINITIVE TOPS TENS. PICK ANY OF THE GAMES IN OUR TOP THREES HERE AND YOU CAN'T GO WRONG AND IF IT'S NOT HERE, IT'S WORTHLESS!

GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
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BEAT-'EM-UPS



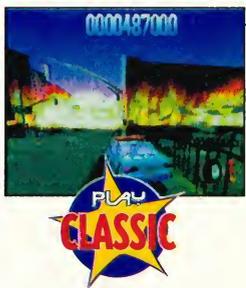
1. Soul Edge (import)	Namco	Sony	March '97	96%
2. Tekken 2	Namco	Sony	May '96	95%
3. Street Fighter Zero 2 (import)	Capcom	Capcom	Oct '96	94%
4. Tobal No.1 (import)	SquareSoft	Sony	Oct '96	94%
5. Mortal Kombat Trilogy	Williams	GT Interactive	Dec '96	92%
6. Star Gladiator	Capcom	VIE	Feb '97	88%
7. Street Fighter Alpha	Capcom	Capcom/VIE	May '96	93%
8. Tekken	Namco	Sony	Nov '95	95%
9. Darkstalkers	Capcom (Japan)	Capcom/VIE	Aug '96	88%
10. MK3	Williams	Sony	Nov '95	93%

FIRST PERSON PERSPECTIVE SHOOT-'EM-UPS



1. Alien Trilogy	Probe	Acclaim	Easter '96	91%
2. Doom	id Software	GT Interactive	Jan '96	93%
3. Magic Carpet	Krisalis/Bullfrog	Bullfrog/EA	Apr '96	90%
4. Tunnel B1	Neon	Ocean	Aug '96	87%
5. Descent	Interplay	Interplay	Apr '96	85%
6. PO'ed	Studio3Do	Warner Interactive	May '96	87%
7. Shellshock	Core Design	Core Design	Apr '96	85%
8. Krazy Ivan	Psygnosis	Psygnosis	Feb '96	90%
9. Assault Rigs	Wheelhaus	Psygnosis	Jan '96	81%
10. Lone Soldier	Tempest	Telstar	Dec '95	92%

ARCADE SHOOT-'EM-UPS



1. Die Hard Trilogy	Probe	Fox Interactive	Aug '96	93%
2. Twisted Metal 2	Single Trac	Sony	Feb '97	88%
3. Soviet Strike	EA	EA	Dec '96	83%
4. Tempest X3	Interplay	Interplay	Feb '97	86%
5. X2	Team 17	Team 17	Jan '97	77%
6. Crusader	EA	EA	Apr '97	80%
7. Project Overkill	KCEC	Konami	Nov '96	89%
8. Gunship	MicroProse	MicroProse	Jun '96	90%
9. Loaded	Gremlin Interactive	Gremlin Interactive	Nov '95	85%
10. Starfighter 3000	Krisalis	Telstar	Jun '96	85%

	GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
	1. Smash Court Tennis	Namco	Sony	Feb '97	86%
	2. Total NBA '96	Sony	Sony	Mar '96	94%
	3. Olympic Soccer	Silicon Dreams	US Gold	Jul '96	84%
	4. Int Superstar Soccer Deluxe	Konami	Konami	Mar '97	83%
	5. Actua Golf	Gremlin Interactive	Gremlin Interactive	Aug '96	88%
	6. Int Track & Field	Konami Japan	Konami	Jul '96	85%
	7. Victory Boxing	JVC	JVC	Nov '96	90%
	8. Actua Soccer	Gremlin Interactive	Gremlin Interactive	Feb '96	94%
	9. Sampras Extreme	Codemasters	Codemasters	Jul '96	90%
	10. CoolBoarders	UEP Systems	Sony	Feb '97	82%

	GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
	1. Tomb Raider	Core Design	Eidos Interactive	Dec '96	94%
	2. Resident Evil	Capcom	VIE	Jun '96	95%
	3. Fade to Black	Delphine	EA	Jul '96	90%
	4. X-Com: Terror from the Deep	MicroProse	MicroProse	Jan '97	88%
	5. Suikoden	Konami	Konami	Feb '97	80%
	6. Space Hulk	Key Games	EA	Aug '96	84%
	7. X-Com: Enemy Unknown	MicroProse	MicroProse	Apr '96	82%
	8. Broken Sword	Revolution	Sony	Dec '96	84%
	9. Command & Conquer	Westwood Studios	VIE	Feb '97	79%
	10. Blood Omen: LOK	Silicon Knights	BMGie	Apr '97	81%

	GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
	1. Super Puzzle Fighter II Turbo	Capcom	Capcom (import)	Apr '97	90%
	2. Bust-A-Move 2	Taito	Acclaim	Jun '96	888%
	3. Bubble Bobble	Probe	Acclaim	Sep '96	85%
	4. Pro Pinball	Empire	Empire	Aug '96	90%
	5. Worms	Team 17/Ocean	Team 17/Ocean	Nov '95	92%
	6. Namco Museum Vol 3	Namco	Sony	Nov '96	73%
	7. Hebereke's Popitto	Sunsoft	Marubeni	Dec '95	43%

	GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
	1. Rage Racer (import)	Namco	Namco	Feb '97	94%
	2. Wipeout 2097	Psygnosis	Psygnosis	Nov '96	93%
	3. Formula 1	Psygnosis	Psygnosis	Sep '96	94%
	4. The Need for Speed	EA	EA	Apr '96	94%
	5. Ridge Racer Revolution	Namco	Sony	May '96	90%
	6. Destruction Derby 2	Psygnosis	Psygnosis	Dec '96	82%
	7. Supersonic Racers	Supersonic Software	Mindscape	Sep '96	91%
	8. NASCAR Racing	Papyrus	Sierra	Jan '97	80%
	9. Street Racer	UbiSoft	UbiSoft	Dec '96	84%
	10. Hardcore 4x4	Gremlin	Gremlin	Jan '97	81%

	GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
	1. Pandemonium	Crystal Dynamics	BMGie	Jan '97	90%
	2. Crash Bandicoot	Naughty Dog	Sony	Nov '96	84%
	2. Jumping Flash 2	Sony	Sony	Jun '96	86%
	3. Rayman	UbiSoft	UbiSoft	Nov '95	87%
	4. Lomax	Interactive Design	Psygnosis	Dec '96	70%
	5. Jumping Flash	Sony	Sony	Nov '95	87%
	6. Earthworm Jim2	Shiny Entertainment	VIE	Oct '96	69%
	7. Johnny Bazookatone	Arc Development	US Gold	Feb '96	85%
	8. Gex	Crystal Dynamics	BMG Interactive	Apr '96	76%
9. Herme Hopperhead	Sony	Import	Dec '95	53%	

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PLAY magazine April 1997

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PLAY 

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